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LEGO Pirates of the Caribbean: The Video Game



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Introduction

Thank you for purchasing Prima's Official Game Guide to LEGO Pirates of the Caribbean. We've set a course of easy-to-follow maps, walkthroughs, and tips featuring screens from the game that reveal everything you could want to know about Jack Sparrow's exciting adventures!

HOW TO USE THIS BOOK

The information in this guide is presented in several chapters. Here's what you'll find in each one:

The Pirate Code



This section of the guide teaches you the basics of piracy on the high seas and finding buried treasure on land. By the time you finish this section, you will be able to deal with any challenge you may face in your LEGO adventures.

Cast of Characters



Nearly 80 characters can be unlocked and purchased for use in LEGO *Pirates of the Caribbean*, and this chapter reveals everything about them all!

Walkthrough



The walkthrough guides you through every swashbuckling battle, mysterious puzzle, and foreboding obstacle in LEGO *Pirates of the Caribbean's* thrilling Story levels, providing everything from puzzle solutions to the locations of all Ships in a Bottle! LEGO *Pirates of the Caribbean* offers you freedom of choice in how you experience it, however, in this guide, the walkthrough is presented as follows:

- The Curse of the *Black Pearl* story line (five levels)
- Dead Man's Chest story line (five levels)
- At World's End story line (five levels)
- On Stranger Tides story line (five levels)
- Hub Areas (one secret level)

Checklists



Use the quick-reference checklists at the end of the guide to record all of your goodie-collecting efforts!

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The Pirate Code: Game Basics

Are you ready to sail the seven seas and look for buried treasure? Before you walk up the gangplank, hoist anchor, and unfurl the sails, take some time to dust off the Pirate Codex and read what you need to do to succeed as a pirate.

THE FLOW OF THE GAME

There are two primary game modes in LEGO *Pirates of the Caribbean*: Story mode and Free Play. You play each level in Story mode first—after you complete a level, you unlock Free Play for that level and are able to revisit the stage with new characters. This lets you explore the level more thoroughly and discover more hidden goodies!



Story Mode



In Story mode, the levels play out much as they do in the four *Pirates of the Caribbean* movies and the game covers all four stories. Each movie story has five levels and you often get to control several of the movies' central characters. During the Story mode, you have some of the same objectives as the characters in the movies. While you can do some exploring, you often do not have characters with all the correct abilities to find *everything* in each level.

NOTE

After you complete the first level at the start of the game—The Curse of the *Black Pearl*: Port Royal—you can choose from among four different paths through the game: advance to the second level of The Curse of the *Black Pearl* or to the first level of any of the other three movies: *Dead Man's Chest*, *At World's End*, and *On Stranger Tides*. We recommend completing each movie story line in order so you can enjoy the full *Pirates of the Caribbean* story arc.

Free Play



Free Play mode does away with the cinematics and character limitations of Story mode. It sets you free in each level, letting you use a variety of characters that you have unlocked to help you explore the stage more completely. You choose your main character when starting up Free Play, but that's all—the game automatically scans the characters you've already unlocked and picks out a group of supporting characters for you. You may then toggle your Free Play character to any member of your group at any time during gameplay, which lets you mix and match their skills to help you achieve all manner of heroic feats!

NOTE

The supporting characters you're given will always feature the best array of Free Play skills for the level you're about to play.

Once you've played through the entire game in Story mode, you'll have unlocked plenty of characters with enough skills to fully explore Free Play. Beat all missions in Story mode first, then go back through them on Free Play and hunt for all those goodies you couldn't get before!

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A PIRATE'S LIFE FOR ME

Fighting



Jack Sparrow always seems to be getting into trouble, so expect to do a lot of fighting. Fortunately, combat couldn't be easier in LEGO *Pirates of the Caribbean*—keep pressing the attack button to defeat anything that gets in your way. Many characters carry some form of weapon—some weapons are more useful than others. Following are descriptions of the various types of weapons found in the game.

- Characters without weapons can still attack with their fists or an item they are carrying. However, you need to get in close.
- Swords are the most common weapon. Press the Attack button to swing your sword at a target. If the enemy is trying to attack you with a sword, keep swinging yours to parry and block their attacks.
- Whips have a longer reach than swords, but they are slower to use. When using a whip, make sure your hits count because it is easy for enemies to get in close with swords to damage you in between attacks with your whip.
- Some weapons and items can be thrown, such as hatchets. Use these weapons to attack from a distance.
- Firearms such as pistols and rifles can destroy an enemy with a single shot. You can aim a firearm for accurate shots or just fire in the direction you are facing and hope to get a hit.
- Explosives, such as bombs and the blunderbuss, are devastating against most targets. They're also the only weapon that can destroy silver objects.

NOTE

All characters armed with weapons have unlimited ammo.

TIP

Press and hold the Attack button to aim your current weapon. This helps you line up precision shots!

Breaking Stuff



Fighting against other pirates and soldiers is a big part of life in LEGO *Pirates of the Caribbean*, but so is smashing stuff. Attack everything you see to find all sorts of goodies, from loose studs to shaking LEGO bricks that can be built into useful objects.

Building Stuff



Building stuff helps you get ahead. Whenever you spy a pile of shaking bricks, stand next to them, then press and hold the Action button. Whatever you end up building, it's sure to help you!

Repairing Stuff



Throughout the levels you come across devices that are glowing red hot. These devices must be repaired before they can function. Only characters with a hammer can repair glowing devices. Move such a character next to the device and then press the Action button to start pounding away.

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Cranks and Keys



When you come across a lowered bridge, a closed gate, or some other block to your progress, you often must find and operate a device to continue. Cranks are one of those devices. A crank requires a key that looks like a small, golden wheel. While some cranks already have a key attached, others are missing their key. After you find the key, attach it to the crank and a circle appears on the ground by the key, indicating that the crank is functional. Stand in the circle, then press and hold down the Action button to turn the key and operate the crank.

Sword Cranks



Some cranks can't be operated by a key. On the ground near them, these cranks have a circle with crossed swords on it. This lets you know it is a sword crank. Sword cranks require a character with a sword to operate them. Stand in the circle and press the Action button to operate the sword crank.

Ziplines, Ropes, and Chains



Many times during levels, you must get to a high position or move across an open area that is too far to jump. Jack Sparrow has the ability to use ziplines. Look for orange devices with a rope attached to them. While standing next to one as Jack, press the Action button and zip up to a higher position.



Ropes and chains can be used by any character. Jump up onto a vertically hanging rope and use it to climb up to a higher spot. Sometimes you must swing back and forth on a rope or chain so that you can jump across to another rope or platform. Finally, some ropes and chains are hung across streams, between a ship's masts, or over a wide chasm. Jump up and grab onto the rope or chain to slide along it to get to the other side.

Digging



Pirates are always finding objects that are buried in the ground. To dig up buried items, you need a shovel. Pick one up and then press the Action button while standing over a buried item. The Guard Dog can also dig up items, but does not require a shovel.

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Jack's Compass





Jack Sparrow is the only character who carries the special compass. To use it, hold down the Action button and the compass menu pops up. There are eight items on the menu. Items that are blacked out are in a different area within the level and can't be reached. Select an item and release the Action button. Jack will keep out his compass and a line of footprints appears on the ground. Follow the footprints to where the object is. Some items have several places in the path where you must change direction. A red "X" marks the spot where the item is located. Some items are buried.

TIP

It is always a good idea to check the compass whenever you have Jack Sparrow. Each level has eight compass items. Some are necessary to complete a level or to find all of the Ships in a Bottle during Free Play. In addition, you earn a Gold Brick when you find all eight compass items within a level.

Wall Jump



There are a few places in the game where you must get to the top of a vertical shaft without the benefit of a rope or ladder. These shafts are lined with red-and-white checkered tiles. To perform a wall jump at these spots, move and jump toward a wall. Then as you hit the wall, press the Jump button again to jump across to the other side. Keep pressing the Jump button as you alternately hit each wall to get to the top.

Swimming



At times you must swim across a stream or out in the ocean to get somewhere. Just move in the direction you want to go and your character swims automatically. If you need to get below the surface to pick up some items such as studs, press the Action button to make your character dive down. Continue pressing the Action button to keep your character underwater; however, keep an eye on your health hearts. While underwater, characters' hearts turn blue and begin disappearing. When all of your blue hearts are gone, your character drowns. Be sure to come up for air to restore your blue hearts. Some characters can breathe underwater and do not need to come up for air.

TIP



Another way to move around underwater is with a barrel. Look for a barrel that is standing upright and press the Action button while standing next to it. Your character puts the barrel over his or her head and can then walk down into the water and along the bottom without worrying about air. Press the Action button again to remove the barrel and float back up to the surface.

Special Abilities



Several characters have special, unique abilities. Most often these are used to get into secret locations or reveal hidden items such as Ships in a Bottle during Free Play. To use these special abilities, press the Action button while standing next to an appropriate item. For example, to use Blackbeard's power, you must stand near a red-and-black object, which often has a mystical skull on it.

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Cast of Characters

LEGO Pirates of the Caribbean is filled with a gallery of unique and interesting characters. This chapter introduces you to each character and covers their various abilities, items they carry, and how to unlock them.

UNLOCKING CHARACTERS

There are two different types of characters. Story characters are unlocked as you play through the levels. When you complete a story, all of the characters you controlled during that level are unlocked.



Other characters you encounter during Story mode—enemies and the like—may also become unlocked after you complete a level. However, you must locate these characters around the Port and purchase them for studs to use them—they don't automatically unlock like the characters you control during Story mode. See the following character sections to learn how to unlock each of these characters and where you can find them at the Port.



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Character Affiliations and Abilities

Most levels feature special areas and hidden goodies you can't reach with the few characters you're provided during Story mode. To fully explore each level, you must revisit the level in Free Play mode with a group of characters possessing a wide range of useful skills and abilities. Complete every mission in Story mode to unlock lots of characters, then play back through each mission in Free Play mode to discover many more surprises!

Character Affiliations

A character's affiliation tells you the group to which he or she belongs, and also some of the character's natural abilities, since characters of the same affiliation share some of the same abilities.

Brethren Court: These are the pirate lords. You unlock them for purchase after completing The Brethren Court in Story mode. Collect them all to get The Brethren Court Achievement/Trophy.

Cursed Crew of the *Black Pearl*: These characters followed Captain Barbossa during the mutiny against Captain Jack Sparrow. They were cursed after they found the Aztec gold. All of the crew can breathe and walk underwater. Collect them all to get the Believing in Ghost Stories Achievement/Trophy.

Crew of the *Flying Dutchman*: These characters are the crew under the command of Davy Jones. They can not only walk and breathe underwater, they can also use coral access points to move around levels. Collect them all to get the Do You Fear Death? Achievement/Trophy.

Crew of the *Queen Anne's Revenge*: These are the members of Blackbeard's crew. Collect them all to get the The Pirate All Pirates Fear Achievement/Trophy.



Character Abilities

Most characters have at least one ability that adds to their usefulness. Here's a quick rundown of every ability:

Compass: Jack Sparrow is the only one who has this ability. This allows him to use his compass to find items hidden throughout the levels. If you find all eight compass items within a level, you can earn a Gold Brick.

Dig: Some characters have the innate ability to dig. Other characters can dig if they pick up a shovel within a level. Digging allows you to uncover buried items.

Explosives: Some characters have bombs or an explosive gun. This ability allows them to destroy silver objects as well as other destructible objects. Other characters temporarily gain this ability if they pick up a bomb or explosive gun.

High Jump: All female characters have the ability to jump higher than other characters. Look for flower icons that designate locations where you need to high-jump during a level.

Light: Wyvern is the only character with this ability. However, others characters gain this ability when they carry a torch or lantern. This ability not only helps you see in dark areas, it also repels tentacles.

Music: Scrum, the only character with this ability, can use his mandolin to distract other characters to prevent them from attacking.

Repair: Characters with hammers can pound on glowing bricks to repair damaged devices and items. Other characters who pick up a hammer also gain this ability as long as they are carrying a hammer.

Shoot: Characters with a pistol or rifle have the ability to shoot. Not only can they attack enemies at long range, they can shoot at targets as well.

Coral: All crew members of the *Flying Dutchman* have this ability. They can move through coral accesses points to get to other parts of a level.

Small: These characters are able to crawl through short hatches and chutes to get to other parts of a level.

Song (Scream): Characters with this ability can use their voice to shatter glass and crystal objects that can't be destroyed by any other means. Syrena can also use her song to distract male characters.



Strength: Some characters are stronger than others. Characters with strength have a glow around their feet. Use them to pull on orange handles throughout the levels to open doors or crates and to access areas.

Sword Crank: Characters who have a sword can use cranks that require a sword to operate them. Other characters can also use these sword cranks if they pick up a sword within a level.

Throw: Characters with this ability carry an item that can be thrown to hit targets or other characters.

Triton's Sword: This sword is magical. While it functions like a normal sword, it also provides a character ability. Blackbeard uses this ability to open objects with mystic skulls or red-and-black bricks on them.

Underwater: This ability allows characters to walk or swim underwater without having to return to the surface to get more air. Aztec gold coins temporarily give this ability to other characters by cursing them while they carry a coin.

Zip: Jack Sparrow has the ability to use ziplines to get up to high places.

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CHARACTERS

AMMAND THE CORSAIR



Affiliation: Brethren Court
Abilities: Sword crank
Items: Sword
How to Unlock: Complete At World's End: The Brethren Court
Cost: 25,000

ANAMARIA



Affiliation: None
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

ANCIENT SAILOR



Affiliation: None
Abilities: None
Items: Ancient fish
How to Unlock: Complete On Stranger Tides: London Town
Cost: 100,000

ANGELICA



Affiliation: None
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

ANGELICA (DISGUISED)



Affiliation: None
Abilities: High-jump, sword crank
Items: Sword
How to Unlock: Complete On Stranger Tides: London Town
Cost: 10,000

ANGLER



Affiliation: *Flying Dutchman* crew
Abilities: Sword crank, coral, underwater
Items: Sword
How to Unlock: Complete Dead Man's Chest: The *Dutchman*'s Secret
Cost: 15,000

ANGRY CANNIBAL



Affiliation: None
Abilities: Shoot
Items: Poison dart
How to Unlock: Complete Dead Man's Chest: Pelegosto
Cost: 5,000

BLACKBEARD



Affiliation: *Queen Anne's Revenge* crew
Abilities: Shoot, strength, sword crank, Triton's sword
Items: Triton's sword
How to Unlock: Complete On Stranger Tides: The Fountain of Youth
Cost: 500,000

BO'SUN



Affiliation: Cursed *Black Pearl* crew
Abilities: Strength, sword crank, underwater
Items: Sword
How to Unlock: Complete The Curse of the *Black Pearl*: Isla de Muerta
Cost: 10,000

BOOTSTRAP BILL TURNER



Affiliation: *Flying Dutchman* crew
Abilities: Coral, sword crank, underwater
Items: Sword
How to Unlock: Story mode progression
Cost: None

CAPTAIN BARBOSSA



Affiliation: None
Abilities: Sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

CAPITAINE CHEVALLE



Affiliation: Brethren Court
Abilities: Sword crank
Items: Sword
How to Unlock: Complete At World's End: The Brethren Court
Cost: 25,000

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CAPTAIN BELLAMY



Affiliation: None
Abilities: Sword crank
Items: Sword
How to Unlock: Complete Dead Man's Chest: Pelegosto
Cost: 5,000

CAPTAIN ELIZABETH



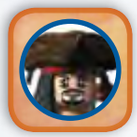
Affiliation: None
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

CAPTAIN ELIZABETH (ROBES)



Affiliation: None
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

CAPTAIN JACK SPARROW



Affiliation: None
Abilities: Compass, sword crank, zip
Items: Compass, sword
How to Unlock: Story mode progression
Cost: None

CLANKER



Affiliation: *Flying Dutchman* crew
Abilities: Coral, sword crank, underwater
Items: Sword
How to Unlock: Complete Dead Man's Chest: The *Dutchman*'s Secret
Cost: 15,000

CLUBBA



Affiliation: Cursed *Black Pearl* crew
Abilities: Sword crank, underwater
Items: Sword
How to Unlock: Complete The Curse of the *Black Pearl*: Isla de Muerta
Cost: 10,000

COOK



Affiliation: None
Abilities: None
Items: Frying pan
How to Unlock: Story mode progression
Cost: None

COTTON



Affiliation: None
Abilities: None
Items: None
How to Unlock: Story mode progression
Cost: None

CRASH



Affiliation: *Flying Dutchman* Crew
Abilities: Coral, strength, sword crank, underwater
Items: Sword
How to Unlock: Complete Dead Man's Chest: Isla Cruces
Cost: 15,000

DAVY JONES



Affiliation: *Flying Dutchman* Crew
Abilities: Coral, strength, sword crank, underwater
Items: Sword
How to Unlock: Complete Dead Man's Chest: Maelstrom
Cost: 500,000

DERRICK



Affiliation: None
Abilities: Dig
Items: Spade
How to Unlock: Complete On Stranger Tides: *Queen Anne's Revenge*
Cost: 15,000

EDUARDO VILANEUVA



Affiliation: Brethren Court
Abilities: Sword crank
Items: Sword
How to Unlock: Complete At World's End: The Brethren Court
Cost: 25,000

ELIZABETH SWANN



Affiliation: None
Abilities: High jump
Items: None
How to Unlock: Story mode progression
Cost: None

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ELIZABETH (PIRATE)



Affiliation: None
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

ELIZABETH (REDCOAT)



Affiliation: None
Abilities: High jump
Items: None
How to Unlock: Story mode progression
Cost: None

ELIZABETH (TRADER)



Affiliation: None
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

ELIZABETH (UNDERGARMENTS)



Affiliation: None
Abilities: High jump
Items: None
How to Unlock: Story mode progression
Cost: None

GARHENG



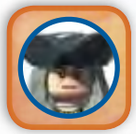
Affiliation: None
Abilities: Strength, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

GENTLEMAN JOCARD



Affiliation: Brethren Court
Abilities: Sword crank
Items: Sword
How to Unlock: Complete At World's End: The Brethren Court
Cost: 25,000

GOVERNOR WEATHERBY SWANN



Affiliation: None
Abilities: Sword crank
Items: Candlestick
How to Unlock: Complete Dead man's Chest: Pelegosto
Cost: 5,000

GRAPPLE



Affiliation: Cursed *Black Pearl* crew
Abilities: Underwater
Items: Grappling hook
How to Unlock: Complete The Curse of the *Black Pearl*: Isla de Muerta
Cost: 10,000

GUARD DOG



Affiliation: None
Abilities: Dig, small
Items: None
How to Unlock: Story mode progression
Cost: None

GUNNER



Affiliation: *Queen Anne's Revenge* crew
Abilities: Strength, underwater
Items: Whip
How to Unlock: Complete On Stranger Tides: *Queen Anne's Revenge*
Cost: 55,000

HADRAS



Affiliation: *Flying Dutchman* crew
Abilities: Coral, underwater
Items: Knuckledusters
How to Unlock: Complete Dead Man's Chest: Isla Cruces
Cost: 15,000

HUNGRY CANNIBAL



Affiliation: None
Abilities: Throw
Items: Spear
How to Unlock: Complete Dead Man's Chest: Pelegosto
Cost: 5,000

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JACK SPARROW (CHIEF)



Affiliation: None
Abilities: Compass, sword crank, zip
Items: Compass, sword
How to Unlock: Story mode progression
Cost: None

JACK SPARROW (CURSED)



Affiliation: None
Abilities: Compass, sword crank, underwater, zip
Items: Sword, compass
How to Unlock: Complete The Curse of the Black Pearl: Isla de Muerta
Cost: 100,000

JACK SPARROW (WAISTCOAT)



Affiliation: None
Abilities: Compass, sword crank, zip
Items: Compass, sword
How to Unlock: Story mode progression
Cost: None

JACOBY



Affiliation: Cursed *Black Pearl* crew
Abilities: Explosives, underwater
Items: Bomb
How to Unlock: Complete The Curse of the *Black Pearl*: Isla de Muerta
Cost: 10,000

JAMES NORRINGTON



Affiliation: None
Abilities: Sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

JAMES NORRINGTON (DISGRACED)



Affiliation: None
Abilities: Sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

JIMMY LEGS



Affiliation: *Flying Dutchman* crew
Abilities: Coral, underwater
Items: Whip
How to Unlock: Complete Dead Man's Chest: The *Dutchman*'s Secret
Cost: 15,000

KING GEORGE



Affiliation: None
Abilities: Sword crank
Items: Candlestick
How to Unlock: Complete On Stranger Tides: London Town
Cost: 25,000

KOEHLER



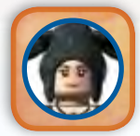
Affiliation: Cursed *Black Pearl* crew
Abilities: Shoot, underwater
Items: Pistol
How to Unlock: Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks
Cost: 10,000

KOLENIKO



Affiliation: *Flying Dutchman* crew
Abilities: Coral, sword crank, underwater
Items: Sword
How to Unlock: Complete Dead Man's Chest: The *Dutchman*'s Secret
Cost: 15,000

LIAN



Affiliation: None
Abilities: High jump
Items: Whip
How to Unlock: Complete At World's End: Singapore
Cost: 100,000

LIEUTENANT GROVES



Affiliation: None
Abilities: Sword crank
Items: Sword
How to Unlock: Complete The Curse of the *Black Pearl*: Port Royal
Cost: 7,500

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LORD CUTLER BECKETT



Affiliation: None
Abilities: Small, sword crank
Items: Sword
How to Unlock: Complete At World's End: Maelstrom
Cost: 100,000

MACCUS



Affiliation: *Flying Dutchman* crew
Abilities: Coral, throw, underwater
Items: Axe
How to Unlock: Complete Dead Man's Chest: The *Dutchman*'s Secret
Cost: 15,000

MALLOT



Affiliation: Cursed *Black Pearl* crew
Abilities: Repair, underwater
Items: Hammer
How to Unlock: Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks
Cost: 10,000

MARTY



Affiliation: None
Abilities: Explosives, shoot, small
Items: Blunderbuss
How to Unlock: Story mode progression
Cost: None

MISTRESS CHING



Affiliation: Brethren Court
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Complete At World's End: The Brethren Court
Cost: 25,000

MR. BROWN



Affiliation: None
Abilities: Repair
Items: Hammer
How to Unlock: Story mode progression
Cost: None

MR. GIBBS



Affiliation: None
Abilities: Repair
Items: Hammer
How to Unlock: Story mode progression
Cost: None

MR. MERCER



Affiliation: None
Abilities: Shoot
Items: Pistol
How to Unlock: Complete At World's End: Singapore
Cost: 100,000

MULLROY



Affiliation: None
Abilities: Shoot
Items: Rifle
How to Unlock: Story mode progression
Cost: None

MURTOGG



Affiliation: None
Abilities: Shoot
Items: Rifle
How to Unlock: Story mode progression
Cost: None

PARK



Affiliation: None
Abilities: High jump, sword crank
Items: Sword
How to Unlock: Complete At World's End: Singapore
Cost: 100,000

PENROD



Affiliation: *Flying Dutchman* crew
Abilities: Coral, small, sword crank, underwater
Items: Club
How to Unlock: Complete At World's End: Norrington's Choice
Cost: 15,000

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PHILIP



Affiliation: None
Abilities: Song (scream)
Items: None
How to Unlock: Complete On Stranger Tides: *Queen Anne's Revenge*
Cost: 25,000

PINTEL



Affiliation: None
Abilities: Shoot
Items: Pistol
How to Unlock: Story mode progression
Cost: None

PRIVATEER BARBOSSA



Affiliation: None
Abilities: Sword crank, throw
Items: Sword, poison frog
How to Unlock: Story mode progression
Cost: None

QUARTERMASTER



Affiliation: *Queen Anne's Revenge* crew
Abilities: Strength, sword crank, underwater
Items: Sword
How to Unlock: Complete On Stranger Tides: London Town
Cost: 55,000

RAGETTI



Affiliation: None
Abilities: Sword crank, throw
Items: Sword, eye ball
How to Unlock: Story mode progression
Cost: None

SALAMAN



Affiliation: None
Abilities: Repair
Items: Hammer
How to Unlock: Story mode progression
Cost: None

SAO FENG



Affiliation: Brethren Court
Abilities: Sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

SCRATCH



Affiliation: Cursed *Black Pearl* crew
Abilities: Sword crank, underwater
Items: Sword
How to Unlock: Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks
Cost: 10,000

SCRUM



Affiliation: None
Abilities: Music
Items: Mandolin
How to Unlock: Story mode progression
Cost: None

THE SPANIARD



Affiliation: None
Abilities: Explosives, sword crank
Items: Sword, Bomb
How to Unlock: Complete On Stranger Tides: A Spanish Legacy
Cost: 200,000

SRI SUMBHAJEE ANGRIA



Affiliation: Brethren Court
Abilities: Sword crank
Items: Sword
How to Unlock: Complete At World's End: The Brethren Court
Cost: 25,000

SYRENA



Affiliation: None
Abilities: High jump, song (scream), underwater
Items: Seaweed whip
How to Unlock: Story mode progression
Cost: None

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TAI HUANG



Affiliation: None
Abilities: Shoot
Items: Pistol
How to Unlock: Story mode progression
Cost: None

TATTOO PIRATE



Affiliation: None
Abilities: Strength, sword crank
Items: Sword
How to Unlock: Story mode progression
Cost: None

TIA DALMA



Affiliation: None
Abilities: High jump
Items: None
How to Unlock: Story mode progression
Cost: None

TWIGG



Affiliation: Cursed *Black Pearl* crew
Abilities: Sword crank, underwater
Items: Sword
How to Unlock: Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks
Cost: 10,000

WILL TURNER



Affiliation: None
Abilities: Sword crank, throw
Items: Sword, hatchet
How to Unlock: Story mode progression
Cost: None

WYVERN



Affiliation: None
Abilities: Light, coral, underwater
Items: Lantern
How to Unlock: Complete Dead Man's Chest: The *Dutchman*'s Secret
Cost: 15,000

Character Unlock Codes

You can use special codes to unlock some of the characters. From the main menu, select Extras, followed by Enter Code. After you enter a valid code, the character is unlocked for you to use.

Character Unlock Codes

Character	Code
Ammand	EW8T6T
Angelica (Disguise)	DLRR45
Angry Cannibal	VGF32C
Blackbeard	D3DW0D
Clanker	ZM37GT
Clubba	644THF
Davy Jones	4DJLKR
Gunner	Y611WB
Hungry Cannibal	64BNHG
Jacoby	BW0656

Character	Code
Jimmy Legs	13GLW5
King George	RKED43
Koehler	RT093G
Mistress Ching	GDETDE
Philip	WEV040
Quartermaster	RX58HU
The Spaniard	P861J0
Twigg	KDLFKD
Governor Weatherby Swann	LD9454

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Walkthrough

The Curse of the Black Pearl

PORT ROYAL

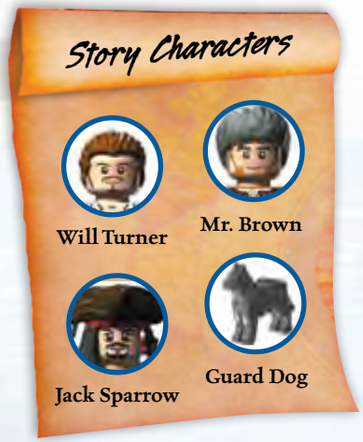
Captain Jack Sparrow has just arrived in Port Royal. Having been recognized as a pirate by the soldiers, Jack has fled to avoid being captured and is seeking a safe place to hide out until things cool down.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	Use a strong character to pull on the orange handle in the upper rafters to knock down the wall.
2	1 to 7	Story	Jump up and grab onto the green bars underneath each of the seven overhead lamps.
3	1 to 4	Free Play	Blow up the silver prison bars, then shoot at or throw something at the four targets and rebuild the skeletons.
4	4	Free Play	Outside the prison, make your way up to the wall and use a female character to pull on a green bar and then jump up platforms to get the Ship in a Bottle.
5	1 to 3	Free Play	Get next to the three blue-and-white flags located up high to cause them to unfurl.
6	6	Story	Jump across the wooden pilings to get to the last one where the Ship in a Bottle is located.
7	1 to 5	Story	Build five little ships out of piles of bricks lying on the beach.
8	8	Free Play	Using a female character, jump up from a platform to get through an upstairs window into a small room with a Ship in a Bottle.
9	9	Free Play	Give a pirate a sausage from the upstairs balcony to earn this reward.
10	10	Free Play	Use a character who can walk underwater and hit the cage to release the giant crab.

True Pirate Stud Requirement: 120,000

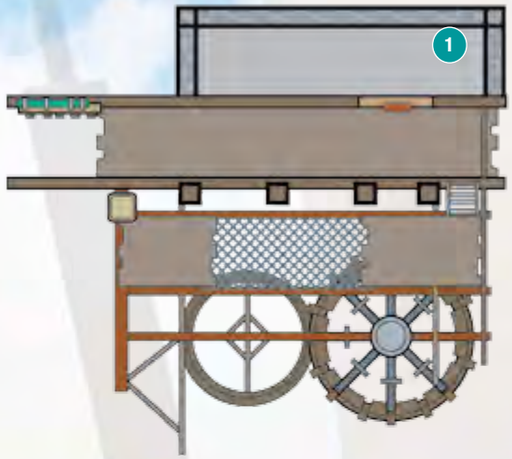


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Objective 1: Capture the Pirate





You begin in the blacksmith shop where you need to get the machinery up and running. As Mr. Brown, move over to the glowing bricks to the right and pound on them with your hammer by pressing the Use button to fix the winch.





Now, using either character, move over to the damaged wooden gear to the left of the winch and repair it by pressing the Use button. Once this is completed, move over to the crank and turn the key to raise the large wooden gear up into position.



Get the gears turning by using the donkey. First, walk over to the crate of carrots and pick one up. Then take it to the donkey. While standing next to the donkey, press the Tag button to climb up onto its back. Ride the donkey over to the orange handle, then press and hold down the Use button so the donkey will pull the handle and get the gears turning.

TIP

Move along the front part of the ground floor to find lots of studs hidden behind the crates. In the front-left corner, you will find a purple stud worth 10,000!



As the bellows heats up the coals, Jack Sparrow comes falling down the chimney right into the coals. You now have to defeat this pirate and prevent him from escaping. Jump off the donkey and take control of Will Turner. Press the Attack button to swing your sword at Jack. Once you get a hit, he will flee to the rafters. Move over to the wagon that Jack has damaged and press the Use button to build a wall you can climb up with the wagon pieces.



Climb up the wall to get up to the rafters and then jump down to the platform where Jack is waiting. Get a hit on him and he will move out onto a narrow beam. Get a third hit and Jack will jump over to another narrow beam. Keep fighting until you land a fourth hit to cause Jack to run away again. Climb up the ladder to get to the upper level of the rafters and defeat Jack with a fifth hit. The soldiers arrive to take Jack away.

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Freeplay

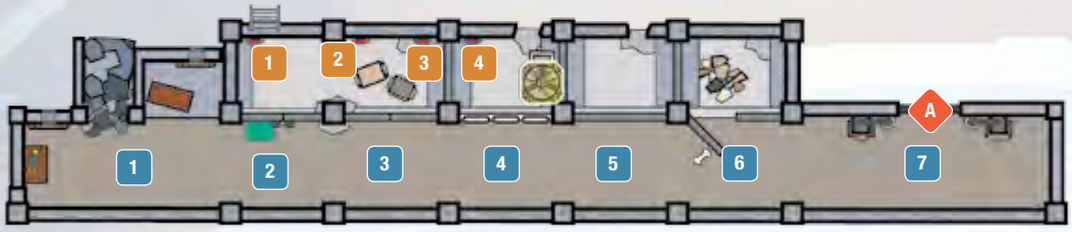
SHIP IN A BOTTLE 1



You need a strong character to get to this Ship in a Bottle. Climb up to the rafters after the fight with Jack and pull on the orange handle to pull down the wall so you can walk outside. Pick up the Ship in a Bottle on the right side. In addition, use a character with the explosive ability to shoot the silver bars to enter a side room on the ground floor with lots of studs. You can also shoot the silver grates by the bellows and dive down into an underground passage that connects the two pools of water.

Objective 2: Free Jack Sparrow







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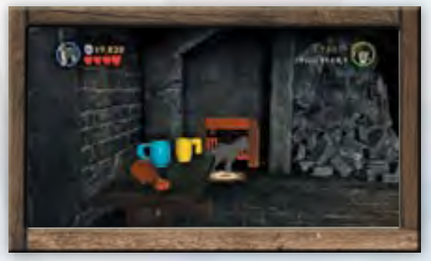
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Now that Elizabeth Swann has been captured by pirates, you need to free Jack Sparrow to help you get her back. As Will Turner, move to the far-right cell; it will open as you approach. Pick up a bone that falls to the floor. Take the bone back to the left and give it to the Guard Dog.

Switch to the Guard Dog and move to the left side. Press the Use button near the small hatch to enter a passageway that leads up to a ledge. Get behind a bench and push it off the ledge.

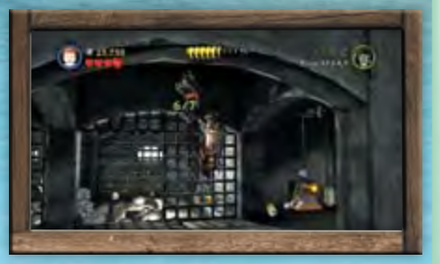




Switch back to Will and pick up the bench. Carry it over to the green pad and set it down. Jump up onto the bench to use the leverage to open the cell door and free Jack.

SHIP IN A BOTTLE 2

There are seven overhead lamps in the prison. Jump up and grab onto the green bar underneath each to get a Ship in a Bottle.



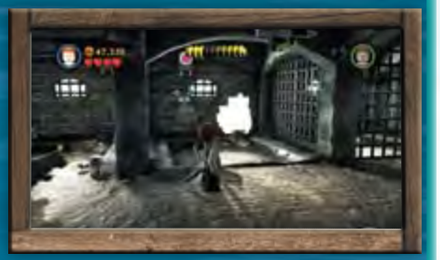


You now need a key for the crank to get out of the prison. Switch to the Guard Dog and move into the last cell on the right. Dig in the rubble by holding down the Use button to reveal a key. Switch to either Jack or Will and pick up the key. Then place it on the crank to the right. Turn the keys of the two cranks to open the door so you can exit the prison.

Freeplay

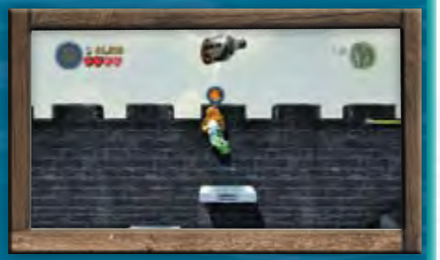
SHIP IN A BOTTLE 3

Using a character with the explosive ability, blow up the silver bars on one of the cells. Then using a character with a shooting or throwing ability, hit the four targets above the skeletons in this cell and the cell to the left. As the skeletons fall to pieces, reassemble the four skeletons and you will be rewarded.



SHIP IN A BOTTLE 4

Head through the hole in the wall of the cell you had to blow up to enter and you will exit the prison to an outdoor area. Jump down a couple of platforms and push a stack of lumber on some gears to the right to make a walkway. Walk out onto the lumber and throw a hatchet, or shoot a gun, at the target to lower a platform. Jump over to the platform. Now jump back and forth between two checkered walls to get to the top, and then jump over to the right. Climb up a ladder and assemble a wall so you can climb up to some green rails. As a female character, climb to the left and then jump up to grab onto a green bar. This will cause some platforms to extend out from the wall. Jump up onto them to get to the highest one. Push on the green panel in the wall. From there you can leap to the left to Ship in a Bottle.



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Objective 3: Get to the Ship



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You exit the prison into a courtyard. Jump up onto the barrel on the right side and roll it onto the barrel switch; keep walking to open the gates. Be ready to fight some soldiers who come to stop you. Once the area is clear, move through the open gate to get to the docks.

Freeplay

SHIP IN A BOTTLE 5



Jump up onto the wall of the courtyard and walk next to the blue flag to unfurl it. You also need to unfurl the blue flag on the rooftop of the building overlooking the beach, as well as the blue flag over the gate leading down to the docks. Once you have completed this, a Ship in a Bottle will appear next to the last flag unfurled. You need a female character to get to the last flag by the gate.



Move down onto the beach and use Jack Sparrow's compass. Select the stack of lumber and follow the compass path to the buried lumber. Switch to the Guard Dog and dig up the lumber. Then, using either Jack or Will, assemble a plank from the lumber to cross a gap. Also use the compass to find a Conch shell that you can put on like a hat.

TIP

Jack Sparrow carries a compass that will point you toward various items of your choice. Some items are necessary to complete the Story mode while others will help you collect Ships in a Bottle. Some objects are just there for you to find. Be sure to find all eight compass objects in each level to earn a Gold Brick for that level.

SHIP IN A BOTTLE 6



Use Jack's compass to find buried wooden pilings. Dig up the pieces with the Guard Dog, then assemble them. Jump up onto the stump and then across several more stumps to get to the one farthest out in the water. There, a Ship in a Bottle is waiting to be collected.

SHIP IN A BOTTLE 7



Five piles of bricks are sitting on the beaches—three on the first beach and two more on the second beach by the dock. Assemble these piles into five small ships to get another Ship in a Bottle.



Jump up onto a barrel and roll it across the plank you assembled. Once you get to the open area with several soldiers, jump off the barrel and defeat them with your sword. Use Will to throw his axe at the soldier in the upstairs window to defeat him. Then roll the barrel into the barrel switch and keep it rolling to open the gate. Head through the gate to get to the lower beach, which leads to the dock.

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Freeplay

SHIP IN A BOTTLE 8



As a female character, construct a platform just outside the gate leading to the lower beach and then jump up to the green bar. This lowers a net that you can use to climb up into the second-floor room through a window. Enter the room and get the Ship in a Bottle.

SHIP IN A BOTTLE 9



Use a character with explosives, such as Marty, to blast the silver barrels to the right of the gate. Cross over the bridge to enter a new area. Break up the market stall and then switch to a *Flying Dutchman* crew character so you can move through the coral to get to the upper balcony. Get a sausage and bring it down to the hungry pirate below and he will give you a Ship in a Bottle. In addition to using Jack's compass to find the sausage, you can also use it here to find a fish and a golden sword.



Move along the lower beach and place a barrel over your head. This allows you to walk underwater. Move down into the water and make your way into the cage with the button. The cage will carry you up onto the dock. Take off the barrel and move to get the key on the lower dock to the left. Pick it up and carry it up to the crank.



Turn the crank to move a platform. Jump onto the platform and then jump up again to grab onto a rope. Climb up the rope and leap over to a higher platform. Use your sword to turn another crank, which launches a grappling hook over to the nearby ship.



Jump up to grab onto the rope and then slide down the rope to the ship below. Walk up to the wheel and give it a turn to set sail.

Freeplay

SHIP IN A BOTTLE 10



Select a character that can walk underwater without having to use a barrel. Head down into the water and break open the cage in which a giant crab is held captive. The crab will reward you with a Ship in a Bottle. Jack can use his compass to locate this crab if necessary.

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The Curse of the Black Pearl

TORTUGA

Jack and Will are in need of a crew for their ship. When one is looking for a pirate crew, the best place to go is Tortuga.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	Use a crank to release a rowboat from the shack and get the Ship in a Bottle.
2	2	Free Play	Build a cannon and then shoot all of the targets.
3	3	Free Play	Use a character with explosives to blow up some boulders to get the Ship in a Bottle hidden behind them.
4	4	Free Play	Dig up some buried lumber on the right side of the pig pen to find a Ship in a Bottle.
5	5	Free Play	Use strong character to pull orange handle in the cellar and then climb down the rope.
6	6	Story	Use Marty to blast the silver bars up on the balcony in the cantina to get inside a small room.
7	7	Story	From the balcony on the left side of the town center, climb up a ladder onto a roof to find this Ship in a Bottle.
8	8	Free Play	Use Syrena's scream to shatter a glass cabinet where Cotton is trying to get his parrot back.
9	9	Free Play	Jump up to the bell tower and climb the rope to the bells to get another Ship in a Bottle.
10	1 to 3	Free Play	Light three boxes of fireworks to get a reward.

True Pirate Stud Requirement: 150,000



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Objective 1: Get into the Town





After arriving at the dock, you now need to get into the town itself. Walk up to the locked gate and pick up a torch. Carry it back to the cannon and press the Action button to take control of the cannon. Aim carefully at the bar across the gate and fire. Keep shooting until you blast open the gate. Once the way is clear, head into the center of Tortuga.

Freeplay

SHIP IN A BOTTLE 1



Use a strong character to pull the orange handle on the gate to the right of the dock. Enter this new beach area and make your way to the end of the dock there. Use a character with a hammer to pound on the glowing bricks to cause a cage to rise up out of the water. Assemble the pieces that fall out and then carry the crank over to the green pad by the boathouse. Use a sword to pull on the crank to release the boat and get the Ship in a Bottle. You can then climb into the boat and row around to the far-left beach or switch to a crewman of the *Flying Dutchman* and move through the coral to get to the other beach.

Freeplay

SHIP IN A BOTTLE 2



On the left side of the far beach, smash some bricks to find a torch. Pick it up and walk toward the cannon with a tentacled arm around it. The torch causes the arm to withdraw so you can pick up the cannon and carry it to the right side of this beach. Pick up the shovel near the torch and dig up lots of pieces buried in the sand. Assemble them and then attach the cannon. Climb into the cannon turret and shoot at the targets that appear in the jungle. When you have hit each target at least once, a Ship in a Bottle will appear.

SHIP IN A BOTTLE 3



Select a character with explosives and blow up the silver and brown boulders on the left side of this beach. Behind the boulders is another Ship in a Bottle.

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Objective 2: Recruit Mr. Gibbs





To get to the area where Mr. Gibbs is, you need to move a horse and cart out of the way. The cart is missing two wheels. Find them near the cart, pick them up, and then carry them to place them onto the cart. Next you need to feed the horse an apple. An apple is located near the well in the center of the town. You can use the compass to help you find it. Pick up the apple and give it to the horse. Now climb up onto the horse and ride it to the left to move the cart out of the way. After a bit, the cart will fall apart. Don't worry about it. Head through the open gateway to the right.









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You need a key for this area, so use your compass to locate it. Enter the pig pen and destroy the large crate. Assemble the pieces into a sofa and a key will drop from the wall. Pick up the key and place it on the crank. Turn the key to raise the bucket to the upper level. Jump up and grab onto the nearby ladder to pull it down. Climb up the ladder, pick up the bucket and carry it to the green pad by the water container. Use your sword to pull on the nearby crank to fill the bucket with water. Now carry the bucket of water to the green pad on the right. It will drop down to wake up Mr. Gibbs.



Select Mr. Gibbs and use his hammer to pound on the glowing bricks by the gate; this opens the gate so you can return to the center of town. Once there, pound on some more glowing bricks to the right of the well to open a door. Inside, pick up the torch and carry it back toward the gate leading to the dock. On the right side of the path you will find a crate of dynamite. Use the torch to light the fuse and move back. After it blows up, assemble the pieces lying on You need a key for this area, so use your compass to locate the ground and then head down the stairs into the cave.

Freeplay

SHIP IN A BOTTLE 4

Use a character that can dig or any character who is carrying a shovel to dig up a pile of lumber in the pig pen. You will dig up a Ship in a Bottle as well.



Objective 3: Recruit Marty



Once you are down in the cellar, move to the opposite end and hit the barrel with a person inside. Although you have released Marty, he won't join you unless you find his explosive gun. Use Jack's compass to locate the gun, which is buried, and also a shovel for digging up the gun. Pick up the gun and give it to Marty so he will join your crew.





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Marty has the ability to crawl through small passageways. Take control of him and crawl through the hatch and into the cell behind the steel bars. Fire the gun at the silver blocks in the corner to lower a platform from the tavern above. Crawl back through the passageway and fire the explosive gun at the silver blocks under the platform after defeating the pirates that attack you. Now climb up the ladder to exit the cellar and enter the tavern.



Freeplay

SHIP IN A BOTTLE 5



Use a strong character to pull on the orange handle near the entrance of the cellar. This causes a large round, orange structure to rise up. Grab onto the rope and climb down. Drop into the water and then dive down to the bottom to get the Ship in a Bottle. Then climb back up the rope to return to the cellar.

Objective 4: Recruit Anamaria



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Once in the tavern, use Jack's compass to locate the guitar. Then switch to Mr. Gibbs and pound on the glowing bricks along the left wall to raise all of the chandeliers in the room. Jump up and grab onto the green bars around the chandelier on the far right. Crawl around to the left side and then jump across to the next chandelier. Use this method to get to the balcony on the room's left side. Once there, go through the nearby doorway into Anamaria's room.





Inside the room, Anamaria is being held captive. Defeat the two pirates. However, before Anamaria will join your crew, you need to find her ruby. Use the compass to find out where the ruby is hidden and then break furniture to get it. Pick up the ruby and give it to Anamaria. Now you can take control of this new character. More pirates will start to come in through the windows to attack. As Anamaria, jump up and grab onto the bars above the windows to close the shutters. Once both windows are secured, defeat any remaining pirates as well as a couple that come in from the door on the left. Once it is clear, head out the door on the left to return to the central part of Tortuga.

SHIP IN A BOTTLE 6

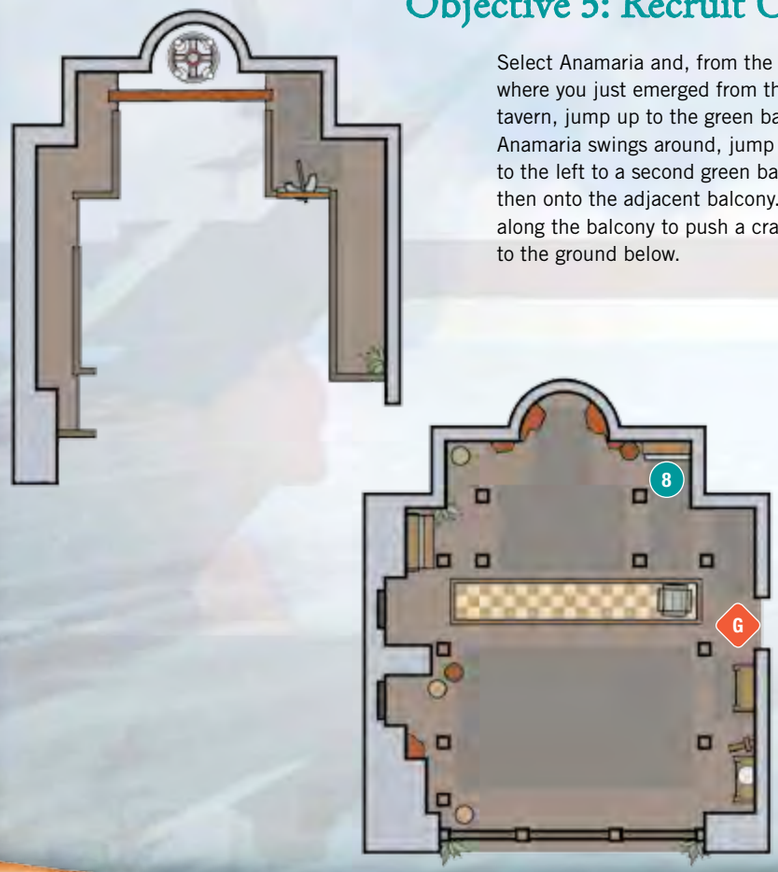
Marty's explosive gun can blast open the steel bars on the balcony in the tavern. Enter the small room on the other side to get a Ship in a Bottle and lots of studs.



Objective 5: Recruit Cotton

Select Anamaria and, from the balcony where you just emerged from the tavern, jump up to the green bar. As Anamaria swings around, jump across to the left to a second green bar and then onto the adjacent balcony. Walk along the balcony to push a crate down to the ground below.





SHIP IN A BOTTLE 7



After pushing the crate off the balcony, climb up the nearby ladder onto the rooftop and walk over to the right to get a Ship in a Bottle.

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Carry the music box that was inside the crate over to the green pad and set it down. It will begin to play music and the doors to the nearby building will open up as pirates pour out. Go inside to find Cotton, who needs to get his parrot.



Inside, push the crate along the checkered path to the left side of the room. As Anamaria, jump up onto the crate and then jump again up onto the balcony. Attack the pirate near the parrot so the parrot can get away. Now cross to the opposite balcony by walking on a plank. Attack two more pirates to keep the parrot moving until it lands on the chandelier. Finally, jump over onto the chandelier to cause it to crash down. The parrot will go to Cotton and he will join your crew.

Freeplay

SHIP IN A BOTTLE 8



Use Syrena's scream to shatter the glass cabinet in the right rear corner of the room where Cotton can be found. A Ship in a Bottle can be found inside the cabinet.

Objective 6: Return to the Rowboat



Now that you have added four new members to your crew, it is time to return to the ship. Make your way back to the dock and climb aboard the rowboat to end the level.

Freeplay

SHIP IN A BOTTLE 9



Use Blackbeard to open the skull lock at the far end of the center of the town so you can enter a small courtyard on the other side of the gate. Use Jack Sparrow to release the rope, which will pull him up to a plank. From there, jump up to grab onto another rope and climb it to the top to get another Ship in a Bottle.

SHIP IN A BOTTLE 10





Return to the courtyard behind the skull lock and use Jack's compass to find the crate of fireworks down at a bottom of the ledge. Dig it up and then use the nearby torch to light the fireworks. Find the second crate on the left side of the town center, behind a door that can be opened by a strong character. The third crate of fireworks is near the pig pen. You will need to use explosives to destroy the silver barrel blocking it. Light the fuses of each crate and you will get a Ship in a Bottle.

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The Curse of the Black Pearl

THE *BLACK PEARL* ATTACKS

Jack and Will successfully rescue Elizabeth from the Black Pearl. However, as they are returning to their own ship, Jack is captured by Barbossa and his pirates. Will and Elizabeth must now attempt to rescue Captain Jack from his old mutinous crew.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Story	Destroy the cabinet with the silver lock by the ship's wheel.
2	2	Free Play	Use Blackbeard to remove the mystic skull by the forward mast and then climb up the net.
3	1 to 5	Free Play	Use a character with the song ability to shatter five crates of glass objects.
4	4	Free Play	Blackbeard can remove a mystic skull blocking a hatch. Climb down the stairs.
5	5	Free Play	Once down the hatch, which you used Blackbeard to clear, slide to the left side of the area.
6	1 to 2	Free Play	Use Blackbeard to open a chest, then pick up a torch and use it to fire a cannon on a lower level to destroy five flags.
7	7	Story	As Jack, use the zipline at the rear of the *Black Pearl* to get up onto the mast. Then use the compass to find a Ship in a Bottle up in the rigging.
8	8	Story	Drop down from the rear mast and move sideways a bit to land on a platform with a Ship in a Bottle.
9	9	Free Play	On the *Black Pearl*, go down the hatch in the middle of the deck and use Jack's compass to find a chest that you can open.
10	10	Free Play	After getting the chest, go down one more level to find another Ship in a Bottle.

True Pirate Stud Requirement: 87,000



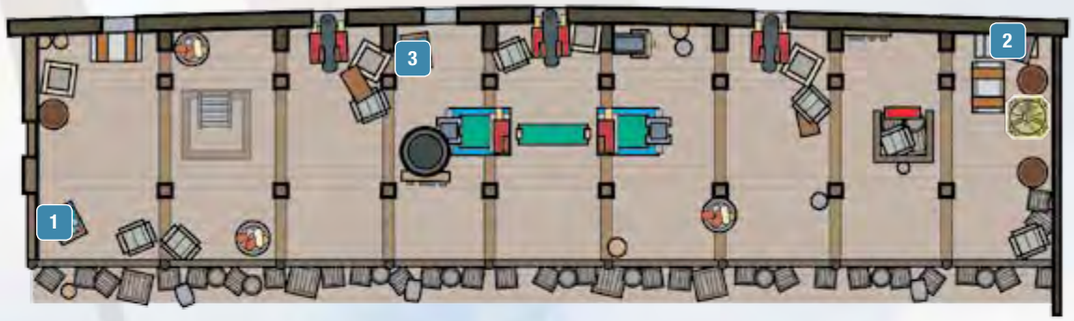
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Objective 1: Free Captain Jack









When the level begins, you are under attack by pirates from the *Black Pearl*. Fight them off and then switch to Mr. Gibbs so you can repair the glowing cannon by pounding on it with a hammer.

TIP

Use Jack's compass on the main deck to find a Trident near the rear of the ship and a fish near the bow.



Pick up a torch and use it to light a cannon. Take aim at one of the hatches on the *Black Pearl* and fire to blow the hatch open. Repeat this with the second cannon. Each cannon can fire at one hatch and you need to destroy all six to free Jack. You must go down into the ship to find more cannons to fire.

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SHIP IN A BOTTLE 1

Select Marty and use his explosive gun to blow up the silver lock on the cabinet near the ship's wheel. Once the lock is destroyed, destroy the cabinet to get the Ship in a Bottle.





Head back to the pile of LEGO bricks and assemble them into a stack. Carry the stack over to one of the green pads in the center of the deck and put it down. Reassemble these pieces into a checkerboard pattern. Now head to the right and climb up another net and pull down some more pieces from the ceiling. Just like before, assemble them into a stack, carry it to the other green pad, and then reassemble it.

Pick up a torch and fire the three cannons on this deck at hatches on the *Black Pearl*. The middle cannon blows up and falls apart. Pick up the cannon barrel and place it on the narrow green pad in the middle of the deck and then push on one of the blocks over the checkerboard pattern. Another character pushes on the other block so you can raise the cannon barrel up to the top deck above you. Once this is completed, head back up to the top deck.



Freeplay
SHIP IN A BOTTLE 2



To get this Ship in a Bottle you need to have Blackbeard. Use him to remove the mystic skull from the forward mast. Once it is gone, climb up the net on the mast to get to the Ship in a Bottle.



Climb down the ladder a lower deck. Break open all of the crates and then select Marty. Climb up the net on the left side of the area and go hand over hand to knock down some LEGO pieces hanging from the ceiling. You will find the key that you can use on a crank. Place the key in the crank by the firing ports and turn it to open a firing port.

Freeplay
SHIP IN A BOTTLE 3

Select a character with the song ability and, while on the lower deck, find crates filled with glass objects. Press the Action button to cause this character to sing while standing next to each crate. The glass shatters. You need to shatter the glass in five crates. Three are on this deck. The fourth is on the next deck down, which you can access later when the ship begins to take on water and you are looking for the gold coin. The fifth crate can be found behind the ladder below the hatch that Blackbeard clears by removing the mystic skull. During Free Play, be sure to use Jack's compass to locate the guitar at the far-right side of this deck.



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Freeplay

SHIP IN A BOTTLE 4



After descending the ladder to get the third Ship in a Bottle, slide across the slippery deck to the left to find another Ship in a Bottle.

SHIP IN A BOTTLE 5



After coming down the ladder to get the third Ship in a Bottle, slide across the slippery deck to the left to find another Ship in a Bottle.

Objective 2: Get the Gold Coin







Once back on the top deck, move to the right and pick up the cannon barrel that was raised up from the lower deck. Place it on the nearby green cannon mounting. Pick up a torch and then fire the cannon at the sixth and final hatch to free Jack.



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Jack Sparrow is back on your ship. However, the Gold Coin has dropped down the hatch. You need to retrieve it. Move over to the left side of the first area and smash a crate into pieces. Assemble those pieces into a checkerboard pattern. Now push a device to the right along the checkerboard so it drops down to a lower area.

TIP

Use Jack's compass to find an item in the middle level with water on the deck.



Descend to the lower area and put a barrel over your head. Then drop down through a hatch to the lowest area, which is completely underwater. Walk over a switch on the floor to raise some bars. Continue to the left and step on another switch to cause a handle to pop up on the area above you.



Switch to a character in the area above and push the block device along the checkered pattern to the left so that it locks against the handle. This raises some bars in the lowest area. Go underwater again and swim to the Gold Coin and grab it. Press the Action button to dive down so you can swim under the support beams.

Freeplay

SHIP IN A BOTTLE 6





Use Blackbeard's powers to remove a mystic skull from a chest located on the upper level and open it to get a torch. Then carry it down to the lower level and use the torch to fire the cannon. This starts a minigame where you have to shoot and destroy five floating flags. After all five are destroyed, you receive a Ship in a Bottle for a prize.

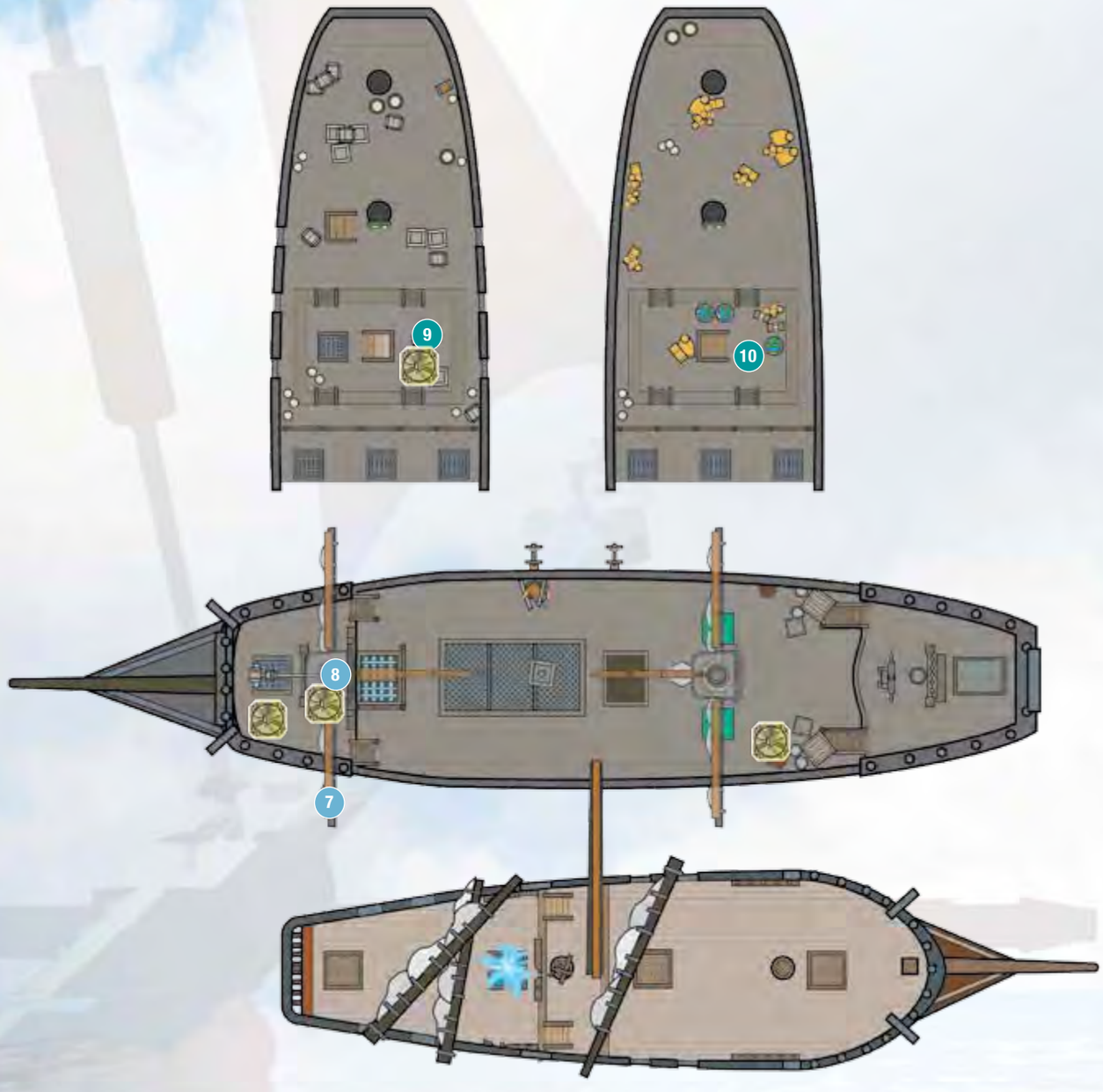
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Objective 3: Get the Monkey



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With the Gold Coin in hand, you are carried back up to the top deck of the ship by a geyser of water. Unfortunately, Barbossa's monkey grabs the coin from you and takes it back to the *Black Pearl*. Jump up onto a beam and walk across to the *Black Pearl*. Then head to the left toward the front of the ship and hit the monkey to try to get back the coin.



The monkey runs away, up into the rigging. Using Jack Sparrow, use the compass to find an item near the zipline at the front of the ship. Then activate the zipline to get up to the foremast. Walk out onto some planks and hit the monkey a second time. After the Monkey flees again, jump off the end of the planks and try to grab onto a chain underneath a suspended crate. This causes the crate to come crashing down to the deck below.

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SHIP IN A BOTTLE 7



After using the zipline to get up to the foremast, use the compass to find a Ship in a Bottle. It leads you along one of the yardarms to where you can get the Ship in a Bottle.

SHIP IN A BOTTLE 8



While up on the foremast, look down to a ledge below you to see a Ship in a Bottle. You must jump off the yardarm at an angle so that you can land on the ledge as you fall. Then get the Ship in a Bottle to add to your collection.



Pick up the crate that fell to the deck and carry it to one of the green platforms by the rear mast. Assemble the pieces into a device on the mast. Switch to Mr. Gibbs and use his hammer to repair the glowing device near the center of the ship into a barrel switch.



Use Jack's compass to find a barrel near the rear of the ship. Jump up onto it and roll it to the side of the ship and right into a barrel switch. Keep moving to spin the barrel in the socket to raise a rowboat with a crate aboard. Carry the crate to the other green pad by the rear mast and assemble it. Push on the green lever to rotate it about the mast in the clockwise direction to lower a platform.



Select a female character and jump up to grab onto the green bar on the platform. Get onto the platform and then jump up to another green bar. Swing around on this bar before jumping to a rope. Climb up the rope and then walk out onto the yardarm to hit the monkey for a third time.



The monkey drops back down onto the main deck. Go after the monkey and hit it for a fourth time to complete this level.

Freeplay

SHIP IN A BOTTLE 9



While on the *Black Pearl*, select a character with the song ability such as Syrena and shatter the glass hatch in the center of the deck. Drop through the hatch to a lower deck. Use Jack's compass to find a treasure chest. Open it up to get a Ship in a Bottle.

SHIP IN A BOTTLE 10



Descend the stairs near the treasure chest to an even lower deck. You find a Ship in a Bottle at the foot of the stairs. There is also a lot of gold and treasure here that you can break up for lots of studs.

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The Curse of the Black Pearl

SMUGGLER'S DEN

Captain Barbossa has marooned Jack Sparrow and Elizabeth Swann on a small island. The two must work together to find a way to be rescued from this island if they want to rescue Will Turner.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Story	Dig up a Ship in a Bottle on the small islet near where you begin the level.
2	2	Free Play	Build a sand castle, then send a small character through the door to a ledge.
3	3	Story	Climb the tree near the hatch on the second island during daylight.
4	4	Free Play	Use explosives to destroy the silver bell on the wrecked ship between the islands.
5	5	Free Play	In the cavern, use a *Flying Dutchman* crew member to go through the coral.
6	6	Free Play	Under the water in the cavern, break a crate.
7	7	Free Play	Use a strong character to pull on an orange handle in the cavern.
8	8	Free Play	Redirect the light beam in the cavern to remove the tentacles from around the underwater Ship in a Bottle.
9	9	Free Play	Use the cannon turrets to destroy mini ships.
10	10	Free Play	Use a character with the song ability to free the sea turtles from the ice and ride them in a race.

True Pirate Stud Requirement: 70,000



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Objective 1: Find the Smuggler's Cavern



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Right at the start, you are going to need a shovel. Follow the trail of studs to the main island to get the shovel. Unfortunately, a monkey has the shovel and is not willing to part with it. The monkey, however, may be willing to make a trade. Use Jack's compass to find a banana. It leads you to a banana tree. Hit the tree to make a banana fall. Pick up the banana and then take it to the monkey.

TIP

Use the compass to find a coconut. If you pick one up, throw it at the flying parrot. Get a hit to gain an Achievement/Trophy.



Next, find the entrance to the smuggler's cavern. Use Jack's compass to find the buried door with a skull on it. Once you have located it, use the shovel to uncover it and hit the padlock on the door to open it. Be sure to do some exploring in this area before entering the cavern. The True Pirate status can be tough to get in Story mode, so be sure to pick up every stud and break everything you can to get as many studs as possible. Don't forget to climb up as many trees as you can.



Use the compass to locate another item on this island. Select the fire pit on the compass menu and then follow the path to the pit. Nearby is a stack of lumber. Pick it up and carry it over to one of the green pads and place it down. Then assemble the pieces to start building a fire. You just can't light it yet.

SHIP IN A BOTTLE 1

Use Jack's compass to find a Ship in a Bottle. It leads you back to the small islet on which you began. Use a shovel to dig it up and add it to your collection.



Freeplay

SHIP IN A BOTTLE 2

Find the large sand castle pieces with the compass. Then dig up two groups of bricks to assemble the sand castle. Select a small character and move through the hatch at the entrance of the sand castle. This takes up to a location on the island where you can find a Ship in a Bottle.





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Objective 2: Get to the Other Island





Climb down through the cavern's entrance. You need to get to the right side of the cavern to get to the other island. Select Elizabeth and jump up at the flower icon to grab onto the rope. Jack jumps up and grabs the other rope to raise the first section of a bridge. Now take control of Jack and jump up onto a barrel. Roll it into the barrel switch and keep spinning it until the middle bridge section is raised into place.



Switch back to Elizabeth and move out onto the bridge. Jump up to grab onto a green bar. Swing from it to another green bar and then over to the right side of the cavern. Hit the three rowboats; each has a skeleton inside. The third skeleton you hit gives you a key. Pick it up and place it on the crank near the bridge. Turn the key in the crank to raise the last bridge section so Jack can join you on the right side of the cavern.



Use Jack's sword to turn another crank in between the rowboats to begin to lower a ladder. Switch to Elizabeth, jump up and grab the ladder, and pull it all the way down so you can then climb up it to exit the cavern.

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Objective 3: Signal for Rescue



It is night on the second island. Use Jack's compass to find the spyglass. It's on the island's far side. Walk up to it and use it. While looking through the spyglass, you have to follow Commander Norrington, who is wearing a blue uniform. Keep him centered in your view as he walks toward the rear of his ship. Norrington is looking for you, so you need to get a signal fire going.



Now that it is daylight on the island, it's time to get to work. Find the catapult pieces by using the compass. Break up a crate and two parts of the wrecked ship located between the two islands. Assemble the pieces into a catapult.



A monkey breaks up the wooden door to the hatch leading down into the cavern. Assemble the pieces into a stack of lumber and carry it over to the catapult. Place it on the green pad and then turn the nearby wheel to launch the catapult. It sends the lumber over to the other island.

TIP

If you want an easy way to get back to the first island, sit on the green pad of the catapult and the other character will launch you across to the other island. You can also jump across on the stumps. When you get to the wrecked ship, a series of beams extend, allowing you to walk across them to the first island.

SHIP IN A BOTTLE 3

After using the spyglass, the night turns to day. Climb up the palm tree located near the hatch. At the top of the tree you will find a Ship in a Bottle.



Freeplay

SHIP IN A BOTTLE 4



Select a character with explosives and blow up the silver bell at the end of the wrecked ship between the two islands. You must jump across on some stumps to get there and then walk across a beam to get the prize.



Descend into the cavern through the hatch on the second island. The light beam that Elizabeth constructed is shining down into the cavern. From some pieces on the right side, construct a reflector to direct the light toward the left.



Head out onto the bridge and jump across to the platform on the left with a wheel. Turn the wheel until the light is being directed up and to the right. Then jump to the next platform and turn the wheel until the light is once again bouncing to the left.

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Assemble another reflector by the barrel switch. Push on the lever to direct the light toward the dynamite on the wall to the left. This blows a hole in the wall. Move over by the hole and assemble some pieces into a beam that allows you to move across a gap to the left.



On the other side, pick up a stack of lumber, carry it back across the beam, and place it on the green pad in the hole in the wall. An elevator carries the lumber up to the surface, leaving a reflector behind. Pick up the reflector and place it on the green pad by the stairs leading up and out of the cavern. Go back to the lever with the reflector and direct the light to the reflector by the stairs so that the light beam shines up and out of the cavern.



Exit the cavern and move to the left to pick up the stack of lumber. Carry it back to the fire and place it on the green pad. Assemble the pieces to create the fire in the pit. Do the same with the other stack of lumber you launched over to this island using the catapult. Once all of the wood is on the fire, the light beam ignites the fire and you can signal for a rescue.

Freeplay

SHIP IN A BOTTLE 5



Select a crew member from the *Flying Dutchman* and head to the cavern's left side, across the beam. Go through the coral to get into a chamber behind bars where you can collect a Ship in a Bottle.

SHIP IN A BOTTLE 6



Use a strong character who can walk underwater. Drop down into the water in the cavern underneath the beam and smash a crate near a giant starfish. Assemble the pieces into a chain and then pull on the orange handle to get the starfish off a Ship in a Bottle.

SHIP IN A BOTTLE 7



After the elevator in the cavern has lifted the lumber up to the surface, use a strong character to pull on the orange handle in the shaft to reveal a Ship in a Bottle.

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Freeplay

SHIP IN A BOTTLE 8





Move onto the right platform with a wheel next to the bridge down in the cavern. Turn the wheel to direct the light beam straight down into the water. Select a character that can walk underwater to jump down into the water. Move the reflector along the checkered pathway to the far right and then push on the levers to move the reflector so that the light beam is directed at the purple tentacle surrounding a Ship in a Bottle. The light causes the tentacle to move away so you can get the prize.

SHIP IN A BOTTLE 9





Use explosives to blow up silver barrels at the far-left end of the cavern. This reveals a ladder leading up to a secret part of the first island. Climb up the ladder and then get onto one of the cannon turrets. A number of mini boats sails around out in the water in front of you. Sink them all with cannon fire to get the Ship in a Bottle.

Freeplay

SHIP IN A BOTTLE 10





Select a character with the song ability while in the secret area of the first island. Move next to the frozen sea turtles and sing to free them from the ice. Now climb on the back of a sea turtle and ride it through the first arch. Continue passing through each subsequent arch as the arches rise from the sea. This is a timed race, so you have to get through all of the arches before the time runs out. Your reward is a Ship in a Bottle.

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The Curse of the Black Pearl

ISLA DE MUERTA

Captain Barbossa has taken Will to his secret pirate lair at Isla de Muerta. Jack and Elizabeth must infiltrate this lair and defeat Barbossa once and for all.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1 to 3	Story	Destroy three parrot stands.
2	2	Free Play	Break the lock on the rowboat with explosives and then row out into the water.
3	3	Story	Hit the target up on the side of the cavern, then swim over to the debris and jump up to get the Ship in a Bottle.
4	4	Free Play	Solve the skull color puzzle in the secret cavern.
5	5	Story	Put the helmet on the underwater statue in the secret cavern.
6	6	Free Play	Bring the dog statue to life in the secret cavern.
7	7	Free Play	Find the giant clam and pull it open with a strong character who can walk underwater.
8	8	Free Play	Fire a cannon to destroy all of the rubber ducks in the secret lagoon.
9	9	Free Play	Climb up the side of the ship in the secret lagoon and slide on the chain to the derelict building.
10	10	Free Play	Use a character with the song ability to break through crystals to get to a secret area. Blow up a silver chest with explosives, then bring a spyglass to the soldier.

True Pirate Stud Requirement: 50,000

Story Characters


Jack Sparrow


Elizabeth Swann


Will Turner

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Objective 1: Find Barbossa







You start off with Jack and Elizabeth. Use Jack's sword to turn the sword crank and raise a beam across the water.

TIP

There is only one compass item near the start of this level. Use Jack's compass to find the trident.





While the beam is being held up by Jack, switch to Elizabeth and rush across the beam. Follow the ledge to a bridge and walk out onto the bridge to find a key. Pick up the key and take it to the crank on the ledge. Use the key to turn the crank and move the bridge so Jack can cross the bridge.

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Move Elizabeth down to a lower ledge with a flower icon. From the icon, jump up to a green bar and then continue to jump across to two more green bars so you can get to a platform. Switch to Jack and move across the bridge to the end. Use the zipline to get to the platform where Elizabeth is waiting. Once both characters are there, jump up and grab onto the vines hanging from the ceiling to cause stalactites to crash down and clear a way for you to continue.



SHIP IN A BOTTLE 1

As you try to get to Barbossa, you'll come across three parrot stands in the cavern. Destroy each of them. When the third is in pieces, you will be rewarded with a Ship in a Bottle.



Freeplay

SHIP IN A BOTTLE 2

Use explosives to break the silver chain securing the rowboat near your starting position. Then climb into the boat and row out into the water to the right to get a Ship in a Bottle.



SHIP IN A BOTTLE 3

Use Jack's compass to find the trident, then throw it at the target near the zipline to cause pieces to fall down into the water below. Switch to Elizabeth and swim across to the debris, stand on it, and then high jump up to get the Ship in a Bottle.



Move into an area filled with treasure. Several of Barbossa's pirates will attack you. Since they are cursed, you can only defeat them when they are in their skeletal form in the moonlight. Stay near the center where the moonlight shines down and defeat them. Be sure to smash all of the treasure to get lots of studs.





Assemble the bones from the cursed pirates into a wheel and turn it to raise a bridge. Send one character across to grab the torch. Then switch back to the other character and turn the bone wheel again to raise a second bridge. Switch back again and take the torch across the second bridge to the cannon.



Use the torch to light the cannon and fire it at the three cross–shaped supports on the far wall to bring down the wall so you can continue farther into the cavern.

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Use Jack's compass to find a light box. You will need one of the nearby shovels to dig up the pieces. After assembling the light box, carry it to the green pad on the left side and then pick up reflectors and place them on top of structures with green levers.



Push on the levers to direct the light beam from the light box toward a golden skull up high on the rock wall. This will open the way to the main part of Barbossa's lair, where you can find him and Will Turner. Continue through the cavern.

Objective 2: Defeat Barbossa







Now that you have found Barbossa, you must defeat him. This is not easy. Move in to attack him. Unlike the cursed pirates, you can't hurt Barbossa while he is in skeletal form in the moonlight. Instead, drive him into the shadows and when his life hearts turn red, you can hit him to cause damage.



Once you get in a damaging hit, Barbossa will retreat to a high ledge where you can't get him. Start smashing items to collect studs and move to the moonlit area on the right side of this area. Cursed pirates will attack. Wait for them to come into the light and turn skeletal and then destroy them all.

TIP

In this large area, you can use Jack's compass to find a fish and a large skull. Do this in between fighting pirates. The remaining four items can only be found in Free Play.

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After they are all defeated, move over to their pile of bones and throw them into a net up high to reveal a target. Have Will throw his hatchet at the target. This causes a stone platform to begin raising and lowering. Jump onto it and ride it up to a higher ledge. Follow the ledge to the left and then push two caskets into the wall. This raises some beams in the center of the area to begin creating a path for you to get to Barbossa's high ledge.



Walk up the beams to the high ledge where Barbossa is waiting. Attack and keep hitting him until he is almost defeated and runs away as the cavern begins to collapse.



Barbossa comes down to attack once again. As before, get him into the shadows so you can hit and damage him. More cursed pirates come to attack. This time, defeat them in the moonlight on the left side of the area, near a wall with some bones on it. After the pirates are just a pile of bones, use these bones to finish assembling the bone wall and climb up it. Then go hand over hand along the bones on the ceiling to get to another ledge, where you must push two caskets into the wall. More beams rise up in the center and Barbossa drops down to fight you again. Get a hit on him in the shadows to send him back up to his ledge.

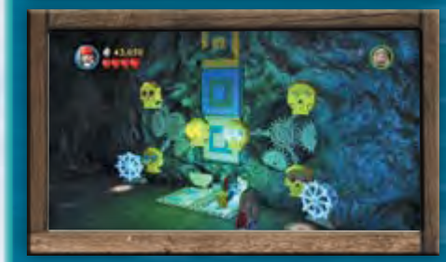


Fight against the cursed pirates for a third and final time—this time in the center, where you first began. After they are defeated, assemble their bones into a barrel. Jump up onto the barrel and roll it into the barrel switch. Keep spinning it to raise the final beams into position.

Freeplay

SHIP IN A BOTTLE 4





You will need Syrena to access many of the Ships in a Bottle. Use her to break the crystal stalactites and stalagmites at the cave's entrance along the back wall of the area. Swim through to another cavern and come up to the surface. On dry ground, you will see two wheels and six skulls. Spin the wheels until the two skulls with red eyes are over the red square, and then push in both caskets. This breaks the red square and causes a yellow square to drop down. Turn the wheels to move the skulls with yellow eyes over the yellow square, and repeat the process with the blue square. Now that you have completed the primary colors, you have to do the secondary colors. Position a yellow-eyed skull and a blue-eyed skull over the green square to break it. You then need blue and red for the purple square, and finally, the yellow and red for the orange square. Once all six colored squares are broken, you receive a Ship in a Bottle.

SHIP IN A BOTTLE 5



Take control of Jack Sparrow and pick up the gold coin near the skull puzzle. This curses Jack and allows him to walk underwater. Drop down into the water and use his compass to find a gold helmet. Since Jack can't pick it up without dropping the coin, switch to a character who can walk underwater and pick up the helmet. Carry it over to the statue that is also underwater and place the helmet on its head. The statue rises up and reveals a Ship in a Bottle.

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Freeplay

SHIP IN A BOTTLE 6



Back up on the dry ground by the skull puzzle, use Jack's compass to find the gold dog statue. Once it is located, switch to a female character and jump at the flower icon to grab onto a vine. This brings the dog statue to life and reveals a Ship in a Bottle.

SHIP IN A BOTTLE 7



Take control of Jack and pick up the gold coin so you can walk underwater. Drop down into the water and move through a small cave to the left of the underwater statue to get to the secret lagoon. Use the compass to find the giant clam. Now switch to a strong character who can walk underwater and pull on the orange handle to open up the clam and get another Ship in a Bottle.

SHIP IN A BOTTLE 8





Switch to Blackbeard and swim up to the surface of the secret lagoon. Jump up onto the dock and open up the chest with a mystic skull on it. Assemble a cannon and then pick up the nearby torch and light the cannon. Now fire the cannon at the five rubber ducks by the ship. Destroy all five and a Ship in a Bottle will appear. Swim out into the lagoon to pick it up.

Freeplay

SHIP IN A BOTTLE 9





Get back up onto the dock and shoot at the target on the ship to lower a net. Climb up the net by jumping from green bar to green bar until you get to the top of the mast. Jump over to a chain and slide down it to a building in rubble, where you will find a Ship in a Bottle.

SHIP IN A BOTTLE 10



Select a character with a song ability and sing to break the crystals at D. Swim through to a secret area. Blow up the silver chest with some explosives to reveal a soldier. He wants a spy glass. Swim back through D and on through C. Use the gold coin so Jack can walk underwater with his compass to the find the spyglass. Switch to a character that can walk or swim underwater and pick up the spyglass and take it back to the soldier. He will reward you with a Ship in a Bottle.

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Objective 3: Escape the Pirate Lair



As the cavern begins to collapse, chase after Barbossa and his monkey. At times, you must get across chasms filled with sharp stalagmites. At the first, jump up and grab onto a vine. Swing back and forth so you can jump across to the other side. You will also have to make some long jumps over chasms without using a vine. Keep going until you get to the last area.





You must now finish the fight against Barbossa. This time he is tougher to defeat. Pick up a coconut from the ground and throw it at Barbossa to stun him. His monkey then attacks the thrower, so switch to another character and attack Barbossa. Use this tactic five times to finally defeat Barbossa, once and for all.

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Dead Man's Chest

PELEGOSTO

As he searches for Jack Sparrow, Will Turner finds the Black Pearl beached on an island. He is captured by cannibals and placed in a bone cage. Will must find Jack and get off of this island.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	Blow up silver boulders on the right side of the cliff side ledges to enter a secret chamber.
2	2	Free Play	Maneuver a ball out of a spin maze.
3	3	Free Play	Use Blackbeard to remove a mystic skull over a cooking fire and then break it open.
4	4	Free Play	Look through a spyglass and watch a cannibal dig up a Ship in a Bottle.
5	5	Free Play	Use Blackbeard to open a red-and-black doorway on the side of the mountain.
6	6	Free Play	Climb a tree on a mesa to the side of the mountain. You need a strong character to pull up a bridge to get there.
7	7	Free Play	Find and use a spyglass to watch a crab on a bridge.
8	8	Free Play	Use a zipline to get to another mesa, then use Jack's compass to find a buried Ship in a Bottle to dig up.
9	9	Free Play	Destroy eight targets with a cannon on a mesa.
10	10	Free Play	Release a crab and ride it along the bottom of a stream.

True Pirate Stud Requirement: 70,000

Story Characters

Will Turner · Mr. Gibbs · Jack Sparrow · Guard Dog

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Objective 1: Get to the Cannibal Village



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You begin with Will Turner and Mr. Gibbs—both of whom are in bone cages. Swing back and forth from left to right so the vine holding your bone cage is cut by the sharp bones on the cliff sides. No matter which side you fall to, get to the right side of the chasm and head up to the flat area.



Roll the cage into round pressure pads to open up a gate at A. Go through the open gate into a small chamber. Roll into and smash the crates to clear the debris from a net. Then roll back out and climb up the net at B. Cannibals will attack you, so just roll right over them to clear out the area as you progress.



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Freeplay

SHIP IN A BOTTLE 1



Roll your cage through the tunnel at C and then use explosives to destroy the silver boulders in front of the tunnel at D. Continue through this tunnel into a small chamber where you will find a Ship in a Bottle.



At the top of the net, roll to the left onto a pressure pad to open up a gate. Then roll through the gate and across a bridge to the left. Continue across a second bridge and then climb up a net at E.



Roll into a wheel and spin it to lower a water chute that carries water to the chasm's right side. Now roll to the right across the partial bridge and jump to the other side. As you roll down, you grab onto a vine and pull it to start a series of large wheels turning, powered by the water from the chute.



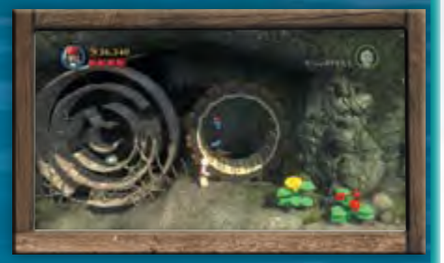
Enter the hole in the wheel at F and ride it up to the next level. Then enter the set of three larger wheels at H and ride them up to the top while the other character powers these wheels by spinning inside a small wheel. Once you get off of the wheels, roll into and destroy the brown boulders along the path. Enter the cave and roll down to knock out some boulders at the bottom so the other character can join you. Now roll back through the cave and continue up the path to the cannibal village.



Roll around through the village collecting studs, then use the round pressure pads to open another gate. Continue rolling through the gate and then across a short and long bridge to get to the top of a mountain.

Freeplay

SHIP IN A BOTTLE 2



Use explosives to destroy the silver boulders by the bottom of the net at E, then head down the path. At the compass mark, search for a Ship in a Bottle. This leads you to a spin maze. Move into the wheel and move back and forth to rotate the spin maze so that you can get the ball in the center to roll out through the hole in the outer layer. As soon as the ball is free from the maze, you are rewarded with a Ship in a Bottle.

SHIP IN A BOTTLE 3



At the top of the net at E, use explosives to blow up some more silver boulders and then follow the path up toward a secret village with lots of mystic skulls. Use the compass at the point below the village and follow its path to the center of the village at the cooking fire. Switch to Blackbeard and use his power to remove the mystic skull over the fire and then break it open to reveal a Ship in a Bottle.

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Freeplay

SHIP IN A BOTTLE 4



At the secret village with all the mystic skulls, use the compass at the point to the left of the cooking fire to locate a spyglass. Follow the compass to the spyglass behind the huts and look through it. Keep the cannibal in the center of your view and track him as he moves and then digs up a Ship in the Bottle for you to keep.

Objective 2: Descend the Mountain



You are now on top of a mountain with a path that spirals down around it to the bottom. As you roll down the path, watch out for traps. Green boxes along the sides of the mountain launch spears at you. Slow down as you approach these and wait for the spears to shoot out before passing by them.

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Also watch out for the orange boxes on the ground. They also contain spears, which will rise up as you roll by. You can usually roll around these, so you don't have to time it to get past them. As you come across cannibals, just roll them over with your bone cage.



If the spear traps were not enough, debris and blocks will come falling down the side of the mountain. These are difficult to avoid, so be sure to run over all the flowers and plants since many contain hearts that will help keep you alive as you make your way down the dangerous path.



Near the bottom of the hill, you must cross a bridge. It can't support your weight and falls away, taking you with it down to the bottom of the chasm.

Freeplay

SHIP IN A BOTTLE 5



As you head down the mountain, you see a red-and-black door in the mountainside. Use Blackbeard's power to open the door. Then roll your bone cage into the opening and through a tunnel to get a Ship in a Bottle.

Freeplay

SHIP IN A BOTTLE 6





Head back up the mountain a bit from the tunnel exit to find an orange handle. Select a strong character and pull on the handle to raise a bridge leading to a mesa. Move across the bridge and defeat the cannibals on the mesa before climbing up the palm tree between the huts. You can find a Ship in a Bottle at the top.

SHIP IN A BOTTLE 7



On the same mesa where you found the Ship in a Bottle, use Jack's compass to find a spyglass. Then look through the spyglass and track a crab on a bridge down below to earn another Ship in a Bottle.

SHIP IN A BOTTLE 8





Use a zipline along the side of the mountain to get across to a second mesa. Jack can use his compass to find a Ship in a Bottle buried near the edge of the mesa. You need a shovel or a character who can dig to get it out of the ground.

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Freeplay

SHIP IN A BOTTLE 9



Move over to the cannons on this mesa and pick up a torch, then light one of the cannons. Take aim at targets on an opposite cliff and destroy all eight of them to earn a Ship in a Bottle.

Objective 3: Get to the *Black Pearl*



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Jack now joins up with Will and Mr. Gibbs. Use his compass to find a bone to give to the Guard Dog and then find a buried crate. Switch to the Guard Dog and dig up the crate. Then switch back to a human and carry the crate to a green pad along the side of the stream.



Drop down into the stream and walk to the end, where a gate blocks your way. Slash or hit the gate until it breaks away. Make your way to the *Black Pearl* and escape from the cannibals.



Swim across the stream and use the Guard Dog to dig up some planks buried in the sand. Assemble the planks into a narrow beam across the stream. Then pick up the crate on the right side of the stream and carry it across the beam to the green pad on the left side of the stream. Assemble the pieces from the crates into a wall and climb up to a ledge on the left. Use Mr. Gibbs to pound on glowing bricks with his hammer



Jump up onto the machinery Mr. Gibbs just repaired and jump a second time to reach the line across the stream. Slide to the right side, then jump up and grab onto a vine to bring a boulder crashing down to smash the barrier across the stream.

Freeplay

SHIP IN A BOTTLE 10



Select a character who can walk underwater and drop down in the deep part of the stream. Break open the cage and climb on the giant crab. Ride it around a bit to make the Ship in a Bottle appear down stream.

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Dead Man's Chest

A TOUCH OF DESTINY

To find out where Davy Jones and the Flying Dutchman are located, Will and Jack, along with their crew, go in search of Tia Dalma, the mysterious woman of the swamp.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1 to 5	Story	Destroy five large frogs in the swamp.
2	2	Free Play	Blow up silver objects on a dock and then use a female character to jump up and climb a vine.
3	3	Story	Jump up from a lily pad and grab onto a vine. Climb it to the top.
4	4	Story	Find the beach ball and deliver it to a villager.
5	5	Story	Feed three pieces of food to the crocodile.
6	6	Free Play	Use a female character to jump up high from a dock.
7	7	Free Play	Use Blackbeard's power on a mystic skull in the crocodile area.
8	8	Free Play	Use a strong character to feed the piranha and then use a character who can walk underwater to move under a barrier.
9	9	Free Play	Use explosives to break down a door in Tia Dalma's shack.
10	10	Free Play	Use Blackbeard's power to open a hatch in Tia Dalma's shack.



True Pirate Stud Requirement: 50,000

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Objective 1: Travel through the Swamp



Before you even begin your journey through the swamp, you have to add people to your crew—Pintel and Ragetti. Take control of Jack and use his compass to find Ragetti's wooden eye. It will lead you to a buried chest. Use the nearby shovel to dig it up and then hit the chest to get the eye. Pick it up and take it to Ragetti to add him to your crew.



Next, use the compass to find Pintel's pistol. It is in a crate on a rock to the left of the starting area. Break open the crate and take the pistol to Pintel and he will join your crew as well. Now pick up the monkey cage and place it on the green pad on the raft.

SHIP IN A BOTTLE 1

There are five large frogs throughout the swamp. Destroy all five and you will be rewarded with a Ship in a Bottle.



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Climb onto the raft and begin turning the key to make it move along the cable. As you move through the swamp, tentacles rise up and wrap around the raft. Jump up onto the nearby dock and hit the barrels to find one filled with explosives. Get a nearby torch and light the fuse of the barrel. When it blows up, the tentacles drop back down into the swamp.



Another tentacle has grabbed onto and damaged one of the cable supports, preventing you from moving the raft past it. Select Pintel and use his pistol to shoot at the three targets on the lily pads to flip them over. Pick up a torch and use the bouncy lily pads to jump across the swamp without dousing the torch. Hit the barrel to reveal the fuse and then light it so the explosion will drive the tentacles away. Now use Mr. Gibbs and his hammer to pound the glowing bricks back into shape.

Freeplay

SHIP IN A BOTTLE 2



Use explosives to blow up the silver objects on the dock. Then select a female character to jump up from the flower icon. Grab onto a vine and climb up it to get a Ship in a Bottle.

SHIP IN A BOTTLE 3

After shooting the targets on the lily pads, bounce high off of one on the left side and grab onto a vine. Climb up the vine to get a Ship in a Bottle.



Get back onto the raft and move it the rest of the way along the cable until you get to the large dock. Send Mr. Gibbs up onto the dock to fix the glowing wheel. Next turn the wheel a few times to operate the crane and unload the monkey cage onto the dock.



TIP

Use Jack's compass to locate a gold mask in the shack near the crane.

Pick up the monkey cage and carry it along the dock to place it on the green pad of a catapult. Use Jack to operate the crank with his sword. Switch to Will and throw a hatchet at the revealed target to send the monkey flying across to another dock.



CAUTION

Don't fall into the bubbling mud in this area. This is not just swamp water. If you touch it, your character will go to pieces—literally.



Move down to a lower dock and climb on the rope that was surrounded by thorns. As you pull on it, a bridge will extend across the swamp. Cross over to the opposite dock and use a compass to find a fish bone in the shack above the monkey cage.

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Pick up the cage and carry it to the green pad at the end of the dock. As soon as you do, a giant crocodile will leap up and carry it away. You will have to follow the croc and get back that monkey. Start off by jumping across the swamp on floating crates. Select Jack and use the zipline to get to the next shack.



Push the two crates along the checkered paths to small platforms on the side of the shack to raise up several beams below. When you do so, the other members of your crew can join up with you.

SHIP IN A BOTTLE 4



After moving the crates, climb down the ladder and use the compass to find the beach ball. Dig it up with a shovel and carry it back to the villager in the shack where you found the fish bone. She will reward you with a Ship in a Bottle.



Walk along the beam toward the right. Shoot or throw something at the target to lower a section of dock so you can continue chasing the crocodile.

Objective 2: Defeat the Crocodile





Walk along the dock to the end and watch out for the crocodile. It swims around and jumps up onto the dock to attack. Villagers from a higher dock will throw objects down to your dock. Pick up the explosives and throw them into the crocodile's mouth when it opens up. Get three hits with explosives to defeat the croc.

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SHIP IN A BOTTLE 5

Throw three pieces of food, either apples or chicken legs, to the crocodile when it opens its mouth before you defeat it. The crocodile rewards you with a Ship in a Bottle.





Move across the bridge to the dock on the right side of the area. Use sword-carrying characters to operate the cranks and bring up a net with some fish as well as a key. Pick up the key and carry it to the crank by the shack. Use the key to raise a bridge over to Tia Dalma's shack.

Freeplay

SHIP IN A BOTTLE 6

Once the crocodile is defeated, jump across to the far dock and use a female character at the flower icon to jump high to get a Ship in a Bottle.





Jump onto the monkey cage and roll it across the bridge and into the barrel switch. Keep it spinning to open the door to the shack.

SHIP IN A BOTTLE 7



Use Blackbeard to break a mystic skull on the center island in the crocodile area. Assemble the pieces into a clock, then use his powers again to get a Ship in a Bottle out of the clock.

Now that the crocodile is gone, jump across to the central island and pick up the monkey cage. The villagers will lower a beam for you to walk up to the higher dock. Then hit the lock on the door of the shack so you can enter. Use Jack's compass to find the trident inside. Step outside and use the compass again to find a fish.



Freeplay

SHIP IN A BOTTLE 8



Use Jack's compass to find the piranha food just past the fish net where you got the key. Use a strong character to pull on the orange handle and open the crate. Then pick up a fish and throw it out to the piranha in the water. It will swim under a barrier. Switch to a character who can walk underwater and move under the barrier. The piranha will leave you a Ship in a Bottle on a dock on the other side.

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Objective 3: Talk to Tia Dalma







Once inside the shack, jump up and grab onto one of the ropes to open the curtains in front of the stairs. Then head up the stairs to the second floor.



Climb up the net on the wall and then go hand over hand along the ceiling to knock down blue-and-white tiles. Drop down and assemble them onto the floor. Now hit the table with the crate on it on the room's right side. After the crate drops to the floor, push the crate along the checkered path to the trap door. Finally, use the sword crank to open the trap door and drop the crate down to the first floor.



Head back down the stairs and assemble the pieces of the broken crate on the floor to create a stand and use the pieces on the table to finish the map. When it is completed, move onto the stand with the magnifying glass and look down at the map. You need to locate a ship and then track it as it sails around islands. Follow it to its destination to learn how to get to the *Flying Dutchman* and Davy Jones.

Freeplay

SHIP IN A BOTTLE 9

Use explosives to blow up the door on the left side of the first floor of Tia Dalma's shack. Inside the room on the other side is a Ship in a Bottle.



SHIP IN A BOTTLE 10



While upstairs in Tia Dalma's shack, use Blackbeard's power to turn the red wheel on the wall and open a hidden alcove. Inside a Ship in a Bottle is waiting to be added to your collection.

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Dead Man's Chest

THE *DUTCHMAN'S* SECRET

Will Turner has made it onto the Flying Dutchman, and he and his father, Bootstrap Bill, must get the key from Davy Jones to secure Elizabeth's release from the East India Company.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Story	Jump down into the fishing net off the side of the ship.
2	2	Free Play	Get to the nest on the aft mast, use a character with the song ability to break the ice, then climb up to the top of the mast. Slide down the rope to a forward mast.
3	3	Free Play	Use Blackbeard's power to remove the mystic skull from the chest on the upper deck at the rear of the ship.
4	4	Story	On the upper prison deck, look behind the crates in the back-right corner after using a lantern to remove the tentacles.
5	5	Free Play	On the secret prison deck, use two sword cranks and build a snail from the pieces on the ground.
6	6	Free Play	Use Blackbeard's power to remove a mystic skull on the secret prison deck.
7	7	Story	In Davy Jones' Chamber, turn the left wheel three times, then the right wheel four times.
8	8	Free Play	Use explosives to blow up the lid to a tube that leads down to a secret level. Use a character with the song ability to shatter the aquarium.
9	9	Free Play	Move a crate to lower a cage and then shoot the cage to get the prize inside.
10	10	Free Play	Exit to the stern of the ship and use a female character to high-jump up to score the final reward.

True Pirate Stud Requirement: 80,000

Story Characters

Will Turner

Bootstrap Bill Turner

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Objective 1: Find Crew on the *Flying Dutchman*





Only Will and Bootstrap Bill can complete this level. Select either and pick up a lantern. This item will cause tentacles to retract so that you can access different areas. Walk over to the crank covered by a tentacle near where you begin, and once the tentacle retracts, use a sword to operate the crank. A fishing net rises up and dumps some bricks on the deck. Assemble these into a coral access.



As Bootstrap Bill, go through the coral, which you just assembled, on the deck and emerge on the bow deck. Locate the tub by the foremast and break it open to find Clanker—in pieces. Assemble the pieces to gain one crew member. You have to find only two more.



Now move Bootstrap Bill through the coral back down to the main deck. Walk to the coral near the rear of the ship and move through the coral to get to the rear deck. Carry a lantern toward the tentacle covering some lumber. As the tentacle disappears, the lumber falls down. Assemble it into some stairs so Will can get up to the rear deck.



Switch to Will and head up the stairs before climbing up the aft mast. At the top, walk out onto the yardarm and throw a hatchet at the target. This releases a giant piranha that is hanging from a rope and drops it to the deck. Drop down to the deck and assemble the pieces that come out of the piranha to build a second crew member—Maccus.



Now return to the main deck and push the green lever at the turnstile. As you push it, a rope lifts a cannon barrel up into the air. Push the lever all the way around until the cannon barrel drops and breaks open the shell of a giant clam. Get down to the pieces and assemble them into Koleniko. Before he can get to work, however, he needs a broom. There is one down and to the left of Koleniko's position. Pick it up and give it to the crew member to complete this task.

SHIP IN A BOTTLE 1



Jump down into the fishing net that you raised to get the coral pieces. As you step off the side of the ship, you get a Ship in a Bottle that is not visible behind the side of the ship.

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Freeplay
SHIP IN A BOTTLE 2



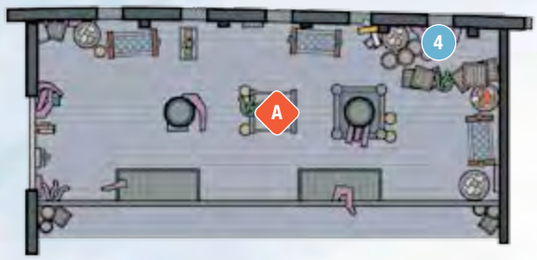
Select a character with the song ability and climb up the nest on the fore mast. Sing to break the ice and allow a chain to drop down. Climb up a couple of chains to get to the top of the mast. Then jump over to a rope and slide down to the nest of a forward mast and get the Ship in a Bottle.

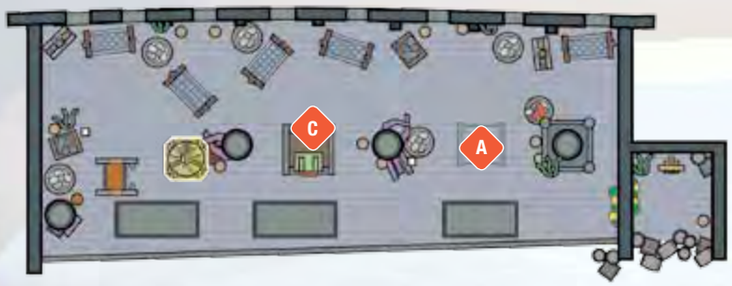
Freeplay
SHIP IN A BOTTLE 3

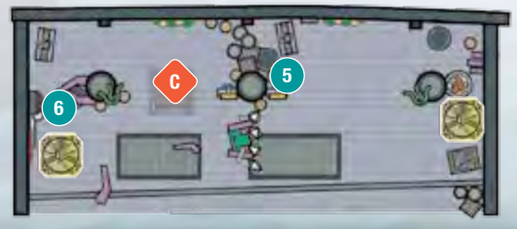


As Blackbeard, take a lantern to the rear of the ship to remove the tentacle from a large chest. Then use Blackbeard's power to remove the mystic skull and get the Ship in a Bottle.

Objective 2: Escape from the Prison Deck







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Davy Jones has thrown you into the prison deck. You now need to get out. Move to the middle of the area and drop down the open hatch to the lower level. Pick up a lantern and use it to drive away the tentacles. You need to clear the tentacles out of a barrel near the left side of the lower deck. Once it is gone, you can roll the barrel into the barrel switch and spin it to release one of the clamps on the cell door.



As Bootstrap Bill, move to the right side of this lower deck and go through the coral to a small chamber. Turn the wheel in here to lower a ladder from the upper deck. Then go back through the coral and climb up the ladder. It is time to get out of the prison deck.



Move to the cell door and use one of your characters to put a sword into the crank and open the other clamp. Now use the other character to push on the green lever to open the door. Move through the opening to get back to the main deck of the ship.

Freeplay

SHIP IN A BOTTLE 4



Clear away the tentacles in the back-right corner of the upper deck of the prison area. Then jump over the crates and search behind them to find lots of studs as well as a Ship in a Bottle.

SHIP IN A BOTTLE 5





On the lower deck of the prison area, use a strong character to pull on the orange handle to open a hatch leading down to a third deck. Send a crew member of the *Flying Dutchman* through the coral along the back wall to the right side of this deck. Use a sword to activate the crank on the right side. Switch to a character on the left side and use a sword on the second crank to lower the spears and shields separating the two sides. Use Jack's compass to find a trident along the right side. Now assemble the pieces in the center of the deck to build a snail. It will crawl around and then give you a Ship in a Bottle.

SHIP IN A BOTTLE 6



Use Jack's compass to find the fish on this third deck. Then switch to Blackbeard and use his power to remove a mystic skull and get a Ship in a Bottle for your effort.

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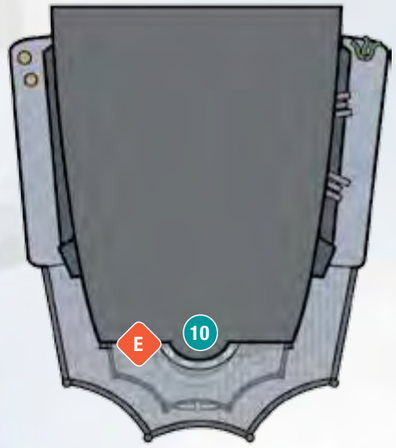
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Objective 3: Get the Key









Move into the doorway at B and enter Davy Jones' private chamber. Send Bootstrap Bill through the coral and use a sword to turn a crank. Switch back to Will and push the wheel that appears along the checkered path until it locks into place. Then move Bootstrap Bill to the other side of the waterfall and use the other sword crank. Again, switch back to Will and push the second wheel into position.



Turn the wheels until platforms rise up out of the water and create a path to the other side. You can't jump, so the path must be complete without any gaps. Now pick up the music box and carry it to the green pad on the other side of the waterfall.



Once the box is in place, it begins to play music and two tentacles will move, revealing blue squares. Move the characters onto the two blue squares without touching any of the others. This opens up two purple squares. Jump to those squares. Finally jump onto the pink squares. You can touch the colored squares, but not the dull squares. From the pink squares, jump over to Davy Jones to get the key and escape from the *Flying Dutchman*.

CAUTION

If you step on one of the dull squares, two crewmen will come down from the tubes in the ceiling and attack. As you defeat them, more will continue to come. Jump up and grab onto the chain hanging from each tube to stop more crew from coming to attack.

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SHIP IN A BOTTLE 7



When using the wheels for the first time, turn the left wheel three times and then the right wheel four times to get a Ship in a Bottle. Then create a path for carrying the music box.

Freeplay

SHIP IN A BOTTLE 8



Use explosives on the silver cover on the left side of Davy Jones' chamber to open up a tube. Then jump into the tube to reach a secret level. Use Jack's compass to find a fish bone in this area. Use a character with the song ability to shatter the aquarium and receive a Ship in a Bottle.

SHIP IN A BOTTLE 9



Push the crate along the checkered path. When it reaches the end, it sinks into the floor and pulls down a cage with a Ship in a Bottle inside. Use a character who can shoot or throw a hatchet to break open the cage so you can get the prize.

Freeplay

SHIP IN A BOTTLE 10





Exit through one of the two doors at the back of this secret level. You emerge outside at the stern of the ship. Use a female character to jump up to the balcony and then high-jump up to get the Ship in a Bottle. You can get back to Davy Jones' chamber by going back into the ship and climbing up the chain on the left side.

TIP



If you want to get Davy Jones' key so that you have all eight compass items, you will have to do it during Free Play mode. When you get onto the purple-colored square, use Jack's compass to find the location of the key. Then jump toward the red "X" to get the key instead of going to the pink square. You will have to fight off the crew that comes to attack, but you will have found the key.

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Dead Man's Chest

ISLA CRUCES

Jack Sparrow, Elizabeth Swann, and James Norrington have arrived on Isla Cruces, where the chest containing Davy Jones' heart is buried. They must search the island for the chest—each having his or her own reasons for getting the heart.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Story	Use Jack's compass to find a buried chest on the beach.
2	2	Free Play	Use a character who can walk underwater to search the ocean to the left of the beach.
3	3	Free Play	A strong character can pull open a door with an orange handle on the shipwreck.
4	4	Free Play	Dig up bones in the graveyard and assemble them into a barrel. Blow up a silver gate and then roll the barrel into a barrel switch to open a gate.
5	5	Free Play	Pull on the sword crank three times until a mystic skull chest comes out of the mill. Use Blackbeard to open it.
6	6	Free Play	Use Blackbeard's power to remove a mystic skull at the top of the mill tower. Then climb up a chain to the roof and look through a spyglass.
7	7	Story	While fighting on the waterwheel, jump up as a Ship in a Bottle passes by.
8	8	Free Play	Move through the coral by the waterwheel to get onto a shipwreck. Then use a female character to high-jump to get the Ship in a Bottle.
9	9	Free Play	Get a key from the shipwreck and use it to turn a crank and raise some beams leading to the prize.
10	10	Free Play	Use Jack's compass to find a crab and assemble it. Switch to female character and high-jump up to the green bars to get more pieces for a second crab.

True Pirate Stud Requirement: 90,000



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Objective 1: Find Davy Jones' Chest



To find Davy Jones' chest, you will need to do a lot of searching and digging. Pick up a shovel and use Jack's compass to look around the beach. Search for a banana to give to Pintel to take care of one of the compass items. Then use the compass to find and dig up other chests. One chest will lead you to some pieces near a giant starfish. Dig up the pieces and assemble them into a catapult. Try to find all of the chests. One is on the other side of the quicksand, so you will have to wait to get it.



SHIP IN A BOTTLE 1



Use Jack's compass to find the chest, which is at the 3 o'clock position on the compass. When you dig it up, you will get a Ship in a Bottle.



Switch to Elizabeth and jump up and grab onto the green bar on the palm tree. This causes the tree to bend and a large coconut to drop to the ground. Pick up the coconut and carry it over to the green pad on the catapult.

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Once the catapult is loaded, use a sword on the crank to fire it. The catapult is already aimed at the giant starfish. When it hits, the starfish falls, revealing a chest of explosives as well as a zipline inside the shipwreck. Throw one of the explosives at the silver lock on top of the wreck to reveal a pirate flag.



Take control of Jack and use the zipline to get to the top of the shipwreck. Then walk along a narrow beam to get to the other side of the beach. There, you need to use the compass to find the final chest.



As you dig up the chest, a giant crab appears out of the sand and throws you back to the other side of the beach. The only way you will get Davy Jones' chest is to defeat that crab.



Get another coconut from the tree and load the catapult. Use the wheel on the side to rotate the catapult toward the giant crab, and then use the sword crank to fire it. It takes two hits to kill the crab. Once it is dead, you can get across the quicksand by jumping on pieces of crab shell. Now break open the chest to find within it Davy Jones' chest with his heart inside.

Freeplay

SHIP IN A BOTTLE 2



Use a character who can walk underwater and head down into the ocean to the left of the beach. There, under the waves, you will find a Ship in a Bottle.

SHIP IN A BOTTLE 3



Use a strong character to pull on the orange handle in the shipwreck to open a door and get the Ship in a Bottle inside.

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Objective 2: Get Jack Sparrow



Since Jack took the key, you need to get it back from him. You now have Will Turner as well as James Norrington. Race toward the mill and attack Jack to get in a hit. He flees up a zipline. Since you can't use the zipline, assemble some nearby pieces into a cog and carry it to a green platform to the right. Use the sword crank get to get the gears spinning and a crate with a hammer will emerge.

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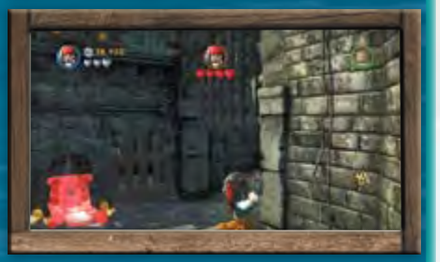
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Freeplay

SHIP IN A BOTTLE 4





Use some explosives to blow up the silver gate leading to the graveyard. Then move in and use a shovel to dig up bones from two graves. Assemble the bones into a barrel and then roll it to the barrel switch by the mill. Keep it spinning to open a gate. Once it is completely open, move into the area and get the Ship in a Bottle.

SHIP IN A BOTTLE 5



After getting the crate with the hammer from the mill, pull on the sword crank two more times to make a mystic skull chest come sliding out. Switch to Blackbeard and use his power to open the chest and get a Ship in a Bottle.



Pick up the hammer and use it to pound on the glowing bricks to the left. Davy Jones' crew starts attacking. Fight them off and fix the device so you can open a door into the tower. Rush in as soon as you can to get away from the neverending attacks.



Once inside, use Will to throw a hatchet at the target to lower a beam. Head up the beam and use a sword crank to lower another beam. Switch to the other character and climb up that beam to get to a platform on the left side. Jump across to a green bar and pull down a ladder. Use it to get across to the platform where Jack is waiting. Attack him again and get in another hit. He flees, using a zipline once again.



Exit the mill tower through the doorway and grab a torch. Move along a ledge to a net and climb it to a higher ledge. Use the torch to light a fuse to set off some explosives so that you can get back into the tower again.



Use Will's hatchet to hit the target and lower a net so that you can climb up to the highest platform. Exit the tower and chase after Jack. You must walk along narrow beams and sword fight as you go. Get in a hit and follow Jack along the rest of the beams so you can score a final hit on him near the waterwheel.

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Freeplay

SHIP IN A BOTTLE 6

At the top of the mill tower, use Blackbeard to destroy the mystic skull. This will cause a chain to drop down. Switch to a female character and climb up the chain to the top of the tower. Jump over to a green bar and, from there, to a spyglass. Look through the spyglass at Davy Jones to get another Ship in a Bottle.





SHIP IN A BOTTLE 7

While you are running along the top of the wheel, a Ship in a Bottle passes by frequently. Watch for it and time your jump to hit it as it goes by. Don't worry if you miss. It will keep passing by until you get it. If you have trouble getting this Ship in a Bottle, try using a female character during Free Play and it is much easier.



As you attack Jack, he falls off the mill roof. Will and Norrington end up on the waterwheel as it rolls through the jungle. You have to land five hits on Jack during this fight. Jack begins stuck in the wheel. As he comes around, hit him while you are on top of the wheel to knock him down into the middle of the wheel.



Now jump onto the platform in the middle of the wheel and hit Jack again. He then ends up stuck on the wheel and you will have to hit him from the top of the wheel. A good tactic is to leave one character on top of the wheel and the other inside. Then as Jack moves back and forth between the two spots, you already have someone there to attack him. Eventually Jack ends up running on top of the wheel, so get in a last hit to finish the fight.



Objective 3: Defeat Davy Jones's Crew



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When the waterwheel crashes onto the beach, you now have control of only Pintel and Ragetti. Davy Jones' crew are attacking. In addition to the regular crew, you must defeat five specific crew members. They are the ones who are not all blue. This is challenging since you are being attacked from all directions. In addition, if you break apart some of the five, the remaining crew members will reassemble them and you will have to defeat them again. Therefore, keep the fight going and focus on the five target crew members. Once they are all defeated, the level is completed.

Freeplay

SHIP IN A BOTTLE 8



At the start of the fight on the beach, switch to a *Flying Dutchman* crewman and move to the right into the water. Go through the coral next to the wheel and you will end up in a shipwreck. Switch to a female character and jump up onto the green bar and, from there, jump to get the Ship in a Bottle.

Freeplay

SHIP IN A BOTTLE 9



While on the shipwreck, switch back to a *Flying Dutchman* crewman and pick up the key. Go through the coral again and place the key in the crank by the quicksand. As you turn the key, some beams rise up over the quicksand. Move across them to get a Ship in a Bottle on the other side.

SHIP IN A BOTTLE 10





Before going back across the beam, use Jack and his compass to find a crab. You will have to assemble it from some pieces. Now switch to a female character and high-jump up to a green bar. Swing and jump across a couple of bars and grab onto a vine to release some more pieces. Assemble them into a second crab. As the two crabs dance around, a giant crab appears. Jump up to get the Ship in a Bottle hovering over its back.

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Dead Man's Chest

THE KRAKEN

Jack and his crew attempt to sail away from Isla Cruces, but Davy Jones is not about to let them get away. He sends the Kraken to attack the Black Pearl and destroy Captain Jack Sparrow.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	Use a strong character to pull open a door with an orange handle on the deck where you begin this level.
2	2	Free Play	Use Blackbeard to go through a red hatch to the secret deck. Then break a small chest, place it in a large chest, and then break open the large chest.
3	3	Free Play	Hit the taps on four kegs in order from left to right.
4	4	Free Play	Use a character with the song ability to shatter a glass wall so you can enter a secret room.
5	5	Story	As a female character, climb to the top of the main mast, walk along yardarm away from camera, and perform a high-jump.
6	6	Story	As a female character, walk out onto the yardarm on the fore mast and perform a high jump.
7	7	Story	Climb down the bars on the right side of the ship.
8	8	Free Play	Use a strong character to pull on the two orange handles at the front of the ship to open a hatch.
9	9	Story	During the Kraken battle, throw a bomb at the chained crate on the left to open it up.
10	10	Free Play	During the Kraken battle, use a *Flying Dutchmen* crew member to go through the coral to the aft deck. Light the explosives with a torch to make the tentacle move away, leaving behind a prize.

True Pirate Stud Requirement: 25,000

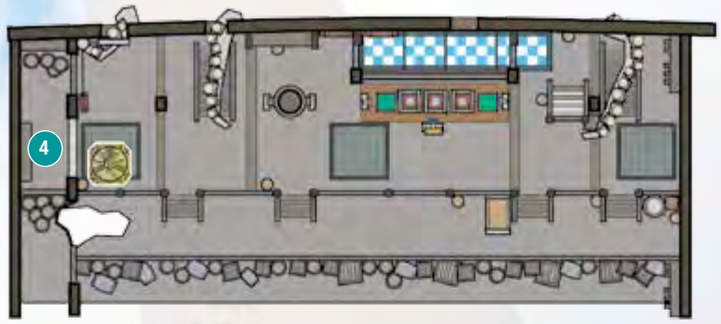


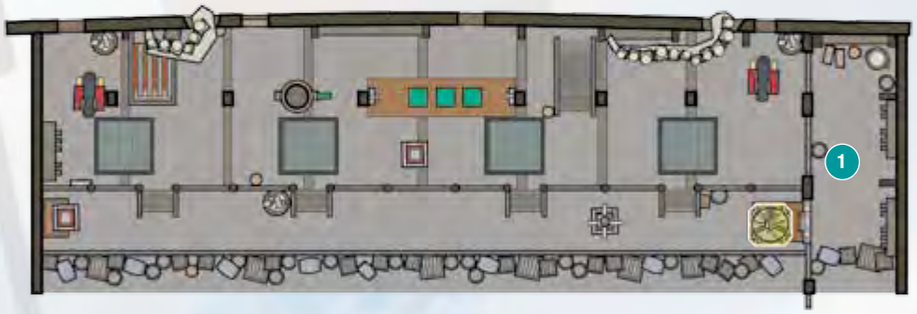
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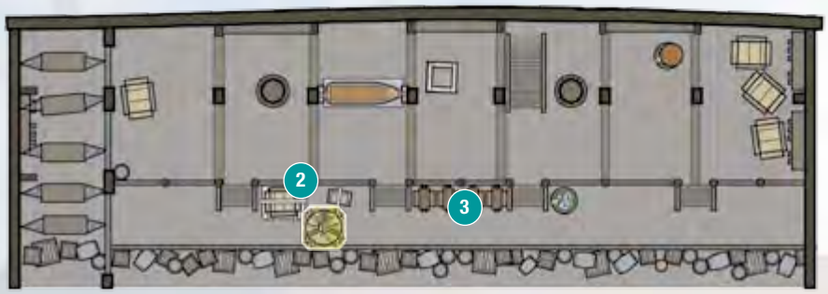
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Objective 1: Gathering the Explosives









You begin in control of Pintel and Ragetti. Your first task is to gather explosives and put them into a net, which you can use to try to destroy the Kraken. Head to the left and break a cabinet with some explosives on top. Then reassemble the pieces into a crate of explosives.



Pick up the crate and carry it to the green pads in the center of this deck. A second crate of explosives is near the green pads. Carry it over to the pads as well.

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Now it is time to do a little shooting. Head to the left side of the deck and pick up a torch. Light the nearby cannon and fire it at the suckers on the tentacle outside the firing port. Now head to the right side of the deck and use the cannon there to fire at the suckers on another tentacle. By forcing these tentacles to move away from the ship, you can now take control of two more characters—Marty and Mr. Gibbs.





Take control of Marty and use his explosive gun to fire at the silver chain holding the third crate of explosives. After the crate drops to the floor, pick it up and carry it to the last green pad.





You need to raise the net of explosives to the next deck. Move to the left of the net and assemble some red and green bricks into a lever. Switch to Mr. Gibbs and use his hammer to pound the glowing bricks until the two levers drop down, ready to use. Push on the green side of a lever and hoist the net up to the next deck.

Freeplay

SHIP IN A BOTTLE 1

Use Jack's compass to find a door with an orange handle on the right side of this deck. Switch to a strong character and pull open the door to enter a room with a Ship in a Bottle inside.



Freeplay

SHIP IN A BOTTLE 2

Take control of Blackbeard and use his power on the red hatch next to the cannon on the deck's left side. As the hatch opens, drop down into the secret deck. Use Jack and his compass to find a chest. Hit the chest and another small chest nearby. Then pick up the piece of the small chest that remains and place it into the open, large chest. After it closes, hit it with your sword to break it open and get the Ship in a Bottle hiding inside.





SHIP IN A BOTTLE 3

Just to the right of the chest are four kegs. Quickly hit the taps on each of the kegs in order, from left to right; your efforts are rewarded with a Ship in a Bottle.





After sending the net of explosives up to the next deck, head up the stairs and put two more crates of explosives onto the net. Switch to Marty and fire his gun at the target on the left side of the deck. This drops a cannon on a tentacle, which then moves away, leaving a crate of explosives behind. Carry it to the green pad on the net.

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Turn the wheel in the center of the deck to lower some platforms in a cage. Next move Marty through the small door to the left of the cage. After he gets into the cage, push the crate of explosives to the right along a checkered path and out through a door. Pick up the crate and carry it to the green pad so that you have five crates ready to hoist up.



As you try to walk up the stairs on the deck's left side, they break into red and green bricks. Assemble them into levers and then push on the green side of the lever to raise the net of explosives up to the main deck of the ship. Now head up the stairs on the deck's right side so you can give the Kraken a surprise.

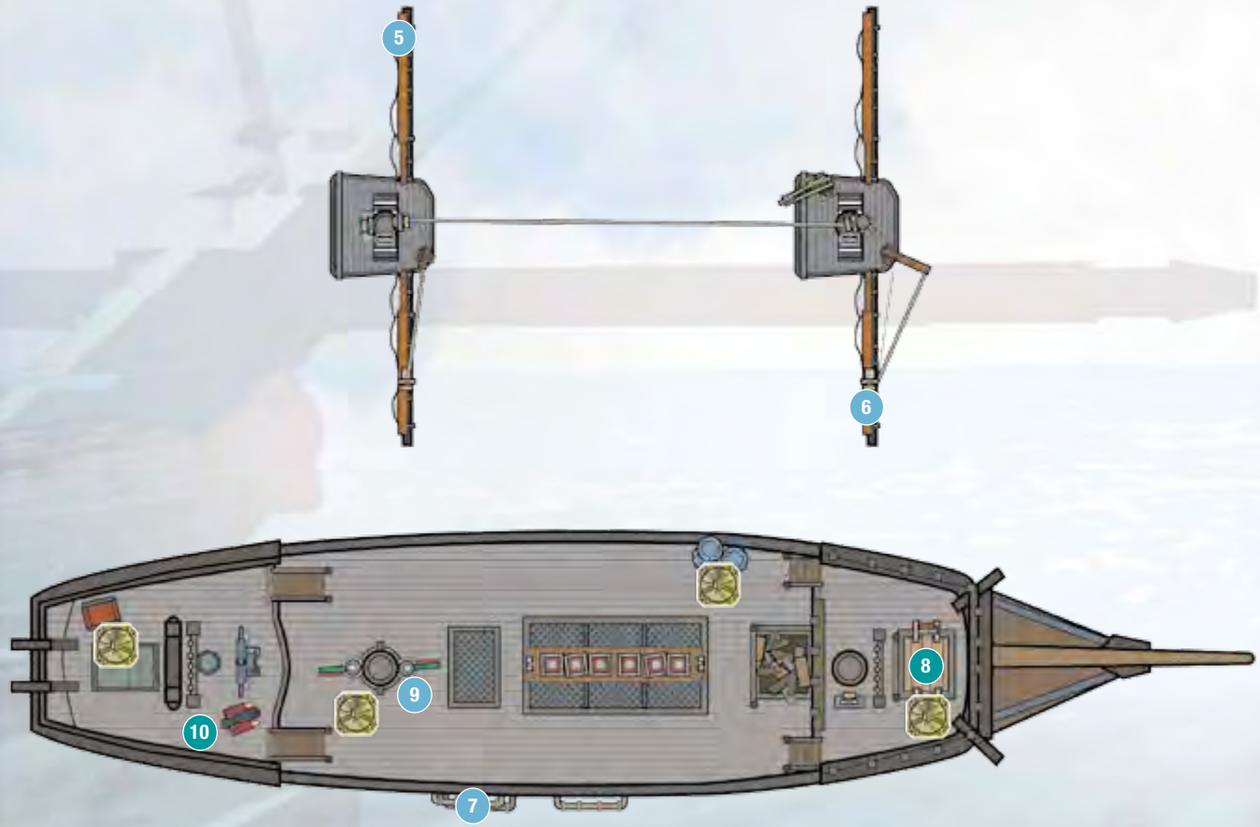
Freeplay

SHIP IN A BOTTLE 4



Use Jack's compass to find a Ship in a Bottle. It leads you to a glass wall on the left side of the deck. Switch to a character with the song ability and sing to shatter the wall. Now walk into the room on the other side and collect a Ship in a Bottle.

Objective 2: Detonate the Explosives



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Once up on the main deck, you can take control of some new characters. Move to the main mast and push on the green side of the lever to raise the net of explosives higher. As you do this, a part up in the nest of the main mast breaks. It must be fixed before you can hoist the explosives.



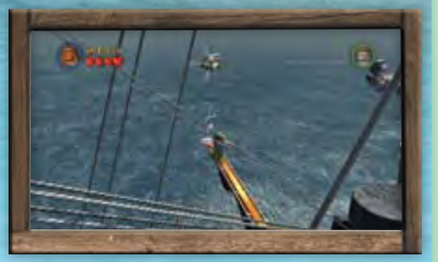
Select Jack Sparrow and move to the front of the ship. Use the zipline to get Jack up to the to the nest, and then climb up to the top of the mast. From there, jump across to a rope and slide to the nest on the main mast. Walk out onto the yardarm and use your sword to cut the rope so that it falls to the deck below.





Switch to Mr. Gibbs and climb up the rope to the nest and use the hammer to pound on the glowing piece to fix it. Now return to the main deck and push on the green side of the lever to hoist the net of explosives into position.

SHIP IN A BOTTLE 5



Use a female character and climb up to the main mast. Walk out on the yardarm away from the camera and high-jump to get the Ship in a Bottle.

SHIP IN A BOTTLE 6



Get up to the top of the fore mast and select a female character. Walk out onto the yardarm towards the camera and high jump up into the air for a Ship in a Bottle.

SHIP IN A BOTTLE 7



Move to the right side of the ship, jump over the edge, and grab onto a brown bar. Drop to another bar below it and get the Ship in the Bottle.

TIP

Jack must use his compass to find a trident, a fish, and a chest all on the top deck of the ship.

Freeplay

SHIP IN A BOTTLE 8



Use Jack's compass to find an orange handle near the front of the ship. Switch to a strong character and pull on two orange handles to open a hatch. A Ship in a Bottle will float up for you to collect.

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It is time to give the Kraken a surprise. Move to the rear of the ship and pick up a torch. Light the nearby cannon and use it to fire at the explosive crates that hang up in the net between two masts. Unfortunately, the blast does not destroy the Kraken. It only makes it mad.

Objective 3: Fight the Kraken



The Kraken is a tough beast to defeat. It spits out food and other debris, and then sucks it all in. If you don't stand behind one of the two crates chained to the deck, you will get sucked into the Kraken's maw and be destroyed. After it spits out stuff, pick up an item and throw it back at the Kraken to inflict damage on it. Use this tactic three times.



Now the Kraken changes its attacks, and so must you. Stand in the center as it smashes two large tentacles down on the deck. Once it lifts one, pick up a torch and climb up the tentacle that is still on the deck. At the top, light the fuse on a crate of explosives and then jump away. Repeat this for the second tentacle as well and you will have knocked out five of the Kraken's eight life hearts.



The Kraken begins spitting out items again. This time one of the objects is a crate of bombs. Move over to the crate, pick up a bomb, and quickly throw it at the Kraken. You have to do this fast or you will get sucked into its mouth. Throw three bombs at the Kraken to finally defeat it so Elizabeth can escape. However, Captain Jack is not quite so lucky.

SHIP IN A BOTTLE 9

When you get the crate of bombs, use one of them to blow up the chained crate on the left. Inside you will find a Ship in a Bottle.



Freeplay

SHIP IN A BOTTLE 10



Switch to a *Flying Dutchman* crew member during the Kraken battle. Move through the coral near the left crate and emerge on the rear deck. Pick up a torch and light the explosives. When they go off, the tentacle pulls back into the sea, leaving behind a Ship in a Bottle.

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At World's End

SINGAPORE

To begin their quest to find Jack Sparrow, Captain Barbossa and Elizabeth Swann have sailed to Singapore to enlist the help of one of the Pirate Lords.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	As Jack, use a zipline along the wooden pathway to get up into a building.
2	2	Free Play	Pull on the orange handle to operate the crane. Carry the crab cage to the green pad by the merchant.
3	3	Free Play	Break open a silver gate with explosives, then use Blackbeard's power up on the second floor to raise a gate.
4	4	Free Play	Turn the keys in the cranks in the puppet theater to start a show, then move through the opened gate downstairs and to the right.
5	5	Free Play	After moving the bridge to the secret area, pull on a couple of chains hanging in front of a building.
6	6	Free Play	Shoot two targets outside a building, then enter and climb the ladder to the second floor.
7	7	Free Play	Use a small character to crawl through a low hatch and up into a room.
8	8	Free Play	Start a fire in the furnace of the boiler room and use the bellows to get it very hot.
9	9	Free Play	Repair the wheels in the steam bath room, then turn them to connect the pipe fittings.
10	10	Free Play	Use a character with the song ability to free a piranha from a block of ice.

True Pirate Stud Requirement: 65,000



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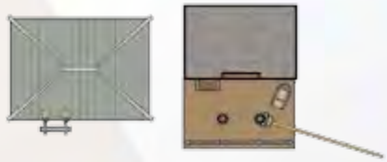
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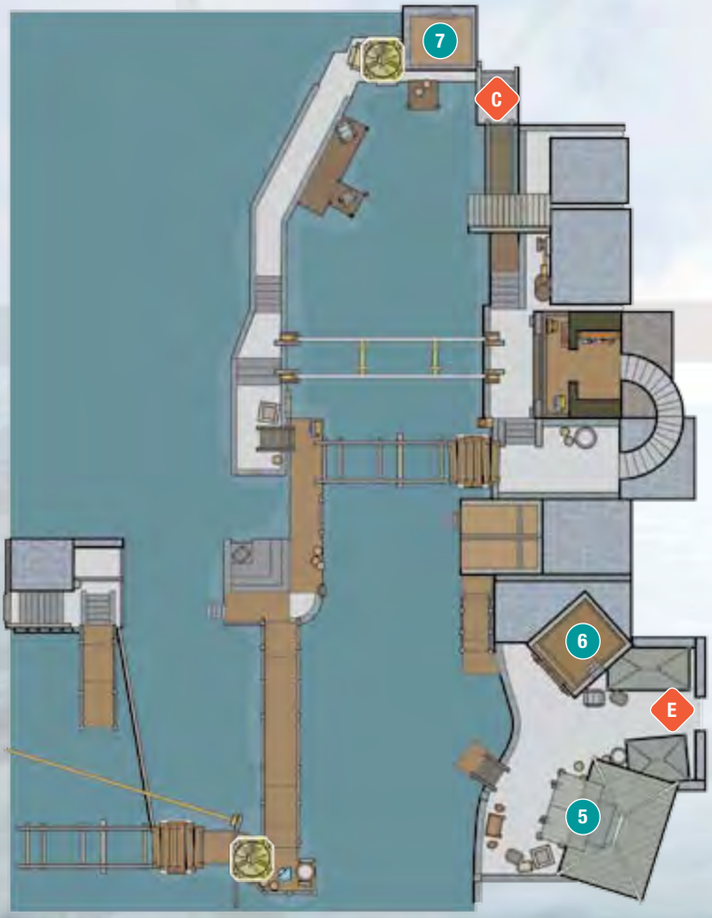
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Objective 1: Move Through the Docks











Elizabeth and Barbossa begin on a small dock in Singapore. Move up the steps and then go to the left until you find a crate of fish. Hit the crate to break it open, then pick up one of the fish and carry it up to the nearby market stall. Give it to the merchant there.

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Freeplay

SHIP IN A BOTTLE 1



Move past the crate of fish and then follow the wooden pathway down and to the right until you find a zipline. Select Jack Sparrow and use the zipline to get up into a building where you will find a Ship in a Bottle.

SHIP IN A BOTTLE 2

Switch to a strong character and pull on the orange handle to the left of the fish crate. This activates a crane that lifts a cage up onto the dock. Pick up and carry the cage to the green pad next to the merchant. The cage breaks open, revealing lots of crabs as well as a Ship in a Bottle.





As Elizabeth, high-jump up to the green bar that appears after the merchant turns a key. Get up onto the rooftop and head to the right. Jump across to an upstairs platform and, from there, jump up to grab onto a line and zip across to a section of walkway far to the right. As you land, you hit a chain and a section of walkway unrolls so that Barbossa can join up with you.





Freeplay

SHIP IN A BOTTLE 3

Use Jack's compass to find the puppet theater. Use explosives to break open the silver bars so that you can enter. Climb up the ladder and use Blackbeard's power to lift a screen and get the Ship in a Bottle behind it.





SHIP IN A BOTTLE 4

While up in this same area, turn the keys on the cranks to start a puppet show in the window below. Soldiers will open a gate and come to watch. Head down the ladder, defeat the soldiers, and then move through the gate to find another Ship in a Bottle.



SHIP IN A BOTTLE 5

After zipping across the line to the far side of the docks, use the compass to find a wheel frozen in ice. Switch to a character with the song ability and sing to shatter the ice. Then pick up the wheel and walk to the left. Place it on a crank and turn it to move a bridge so that you can access a secret area. Move across the bridge and jump up and grab onto a chain, while the second character does the same, to open the doors of a building where a Ship in a Bottle is waiting for you.





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Freeplay

SHIP IN A BOTTLE 6



Just to the left of the building with the chains is another building. Shoot at the two targets to open the door. Then enter and climb up the ladder. Look around the upstairs room to find a Ship in a Bottle.

SHIP IN A BOTTLE 7



Jack's compass will lead you to a low door at the end of one of the walkways. Use a small character to climb through the hatch and up into a room containing yet another Ship in a Bottle.



Move to the chain bridge on the right side of the dock area. Select Elizabeth and walk over to the high jump position. Barbossa moves to the sword crank and pulls on it to raise this bridge. Jump across a series of green bars as Elizabeth to get to the other side. Then cut the chain by the rolled-up bridge to release it so that Barbossa can get across as well.



Break the red seal on a door and then climb up the stairs to a room with two sword cranks. Use the cranks to release a large hammer, which swings across to break through a wall and clear out some soldiers. Now head back down the stairs and move through the area where the soldiers were standing to get to the next part of Singapore.

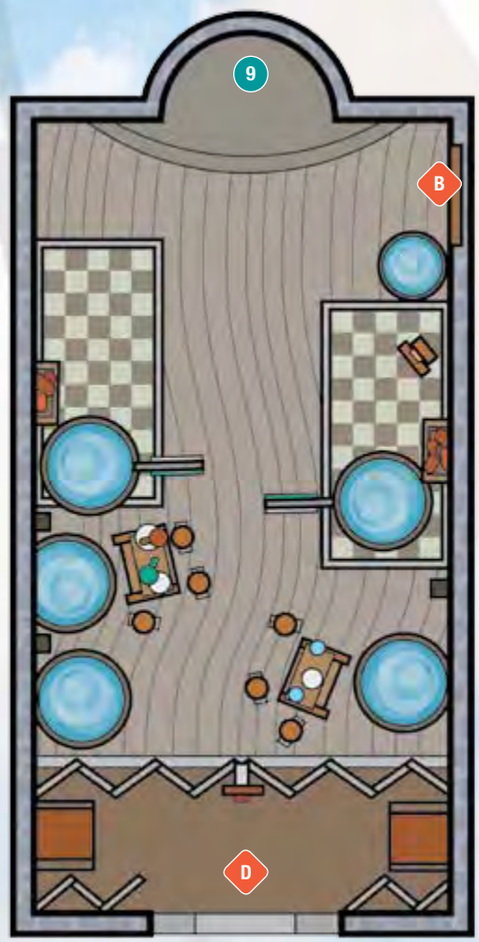
Objective 2: Find Sao Feng and Add Three to Your Crew



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Walk over to the circle maze puzzle. Follow these steps to get the ball out of the maze.

1. Turn the wheel to open the blue plugs and close the green plugs.
2. Push on the blue side of the lever to rotate the maze until the ball is over a green plug.
3. Turn the wheel to open the green plugs. After it drops, turn the wheel again to close the green plugs.
4. Push on the blue side of the lever again so that the ball falls through an open blue plug.
5. Turn the wheel to open the green plugs. Push on the green side of the lever to raise the ball to the top of the maze so that it drops through a green plug.
6. Turn the wheel to open the blue plugs. Push on the green side of the lever until the ball drops through a blue plug and is over a green plug at the very bottom of the maze.
7. Turn the wheel to open the green plug and drop the ball down into a bowl.



Go through the opening behind the maze and break a red seal to open some screens so that you may enter the steam baths. Pull on the chains on either side of the room and use the green levers to push the two steam baths away from the camera to release the steam so that you can move to the far end without being burned.



Follow the path to the right and then climb into a small boat. Row it to the right and then jump off onto a dock to enter a courtyard.

CAUTION

Don't jump into the two bath tubs with people in them already. The water is very hot and breaks you up.



Walk to the end of the room and approach Sao Feng, who will offer you one of his ships to use to find Jack. However, the meeting is short because soldiers rush in.

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Freeplay

SHIP IN A BOTTLE 8





Use explosives to break the lock on the door on the right side of Sao Feng's steam baths area. Head through the doorway to get down to the boiler room. Break a crate to the right of the furnace and carry the box of coal over to the green pad. Assemble the coal studs into a pile inside the furnace and then light it with a nearby torch. Now jump up on the orange tile on the bellows to begin blowing air on the fire. Keep jumping on the bellows until the fire gets very hot and a Ship in a Bottle appears.

SHIP IN A BOTTLE 9



Head back into the steam bath area and make sure to pull on the chains to release the steam. Use a character with a hammer to pound on the two glowing wheels to either side of the back of the room. Once they are repaired, turn the wheels so that the three pipe fittings above each wheel are all connected. A Ship in a Bottle will be your reward.

After exiting the steam bath area, you return to the courtyard. You must add three more characters to your crew. To get Tai Huang, find the pistol to the right of the circle maze. Pick it up and give it to Tai Huang. You now can control him.





Switch to Tai Huang and use his pistol to shoot the target at the rear of the courtyard. After a box of carrots drops to the ground, pick up a carrot and take it to the Tattoo Pirate.



Select the Tattoo Pirate and pull on the orange handle to create a stairway so Tia Dalma can come down to join your crew. As soon as you do this, soldiers rush into the courtyard. Fight them off and then head through the open gate to the right.

Locate the orange handle near the stream and pull on it with the Tattoo Pirate. Cross over the bridge to the other side.





Use Tai Huang's pistol to shoot the target and lower the large crate to the ground. Switch to the Tattoo Pirate and grab onto the orange handle to pick up the crate. Carry it over to the green platform on the other side of the bridge.

Assemble the bricks from the crate into a cart and push it along the checkered path. When it gets to the wooden gate, back away as the cart explodes and blows open the gate. Move through the gate to get to the docks.



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Freeplay

SHIP IN A BOTTLE 10



Shoot the target over the block of ice to lower it to the ground. Then switch to a character with the song ability and sing to shatter the ice and free a piranha. As it swims away, collect the Ship in a Bottle that is left behind.

Objective 3: Get to the Ship





Fight your way through soldiers and cross the bridge. Pick up the rocket on the right side and carry it to the green pad in the center of the bridge. Use the nearby torch to light the rocket and blow up enemies ahead of you as well as a wooden gate blocking your path.



Make your way to the end of the dock where the ship is waiting. Lots of soldiers try to stop you, so keep fighting. Use Tai Huang's pistol to shoot the target on the mast of the ship and lower a gangplank. Once it is down, rush across to the ship and set sail from Singapore.

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At World's End

DAVY JONES' LOCKER

After his battle with the Kraken, Jack Sparrow ended up in Davy Jones' locker. He finds himself with the wreckage of the Black Pearl as well as several imaginary Jacks.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Story	Climb up a palm tree in the oasis.
2	2	Story	Climb up the net to the main mast of the ship, then jump to the left onto the aft mast.
3	3	Story	Use the compass to find a buried crate. Dig it up and then break it open.
4	4	Free Play	On the lowest deck, use the compass to find a buried chest. Dig it up and use Blackbeard's power to open it.
5	5	Free Play	Use a singing character to shatter an aquarium on the first deck.
6	6	Story	Use explosives to destroy the silver crate hanging above the main deck.
7	7	Story	Break open the wooden hatch at the front of the ship and drop down into the hold.
8	8	Free Play	Get a female character up onto the foremast and walk across the yardarm to the left side.
9	9	Free Play	Use a character with a hammer to pound some glowing bricks at the front of the ship. Turn the wheel to raise the anchor and a prize.
10	10	Free Play	Find a key on the main deck using Jack's compass, then turn the key in a crank at the rear of the ship to enter the captain's cabin.

True Pirate Stud Requirement: 50,000

Story Characters



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Objective 1: Repair the *Black Pearl*



Davy Jones' Locker is a strange place that doesn't make a lot of sense. Jack's compass is vital to getting out of here. In addition to Jack, you also begin by having control of one of Jack's illusions of himself. This Imaginary Jack illusion has a pistol. Start off by using the compass to find a canoe in a pond. Follow the compass path and an oasis appears in the middle of the desert.





Another Imaginary Jack is in the oasis. This one carries a shovel, which you need to dig up items. However, you need to find a rubber duck to get this Imaginary Jack to join your crew. Pull out the compass and use it to find the rubber duck. Once you have it, give it to the Imaginary Jack with the shovel.

SHIP IN A BOTTLE 1

Climb to the top of one of the palm trees in the oasis and get a Ship in a Bottle right at the start of the level.



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Now it's time to add another illusion to the crew. Take control of the pistol-carrying Imaginary Jack and shoot at the target on the ship. This lowers a net so that you can climb up onto the main mast. Walk across a beam to the foremast and push the Imaginary Jack down to the desert below. He requires a peanut to join your crew. Use the compass to find it, then get the Imaginary Jack with the shovel to dig it up. Take the peanut back to the illusion and you now have an Imaginary Jack with bombs.





To continue repairs, you will need the help of a goat. Use the compass to find a purple flower. Once you have located it, hack at it with a sword to cut it, then carry it over to feed it to the goat. You can now ride the goat and use its strength to help you get the *Black Pearl* shipshape once again.





Switch to the Imaginary Jack with the bombs. Throw the bombs at the two piles of silver bricks and debris by the rear part of the ship. Once the explosion's dust settles, move in and assemble the bricks into wheels and a track.

Climb onto the goat and ride it to the orange handle. Use the goat's strength to pull the rear section of the ship out of the sand. Once you have it up, the rock crabs arrive and finish attaching it to the ship.



Now that the ship is back in one piece, run up the gangplank and push on the green lever to raise the anchor. Hop back down to the sand and then move to the front of the ship. Jump up and grab onto the chain to begin pulling the ship across the sand. Eventually, a mass of rock crabs will carry the *Black Pearl* all the way across the desert to the sea.





SHIP IN A BOTTLE 2



While up on the main mast of the ship, jump across to the aft mast to get another Ship in a Bottle.

SHIP IN A BOTTLE 3

Use the compass to find a crate buried in the sand. Dig it up with a shovel and then break it open to get the Ship in the Bottle inside.





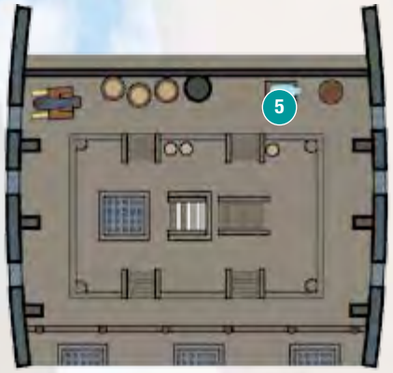
Use the Imaginary Jack with the shovel to dig out the bow of the ship, which is partially buried in the sand. After it is out, a swarm of rock crabs carry it over to the ship and re-attach it.

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Objective 2: Flip the *Black Pearl*





As soon as Jack begins sailing, a lot of his friends and crew drop down from the sky onto the deck of the *Black Pearl*. Jack has determined how to get the ship and everyone back to the world of the living. The ship must be flipped over. You now have control of Captain Barbossa and Marty. Your job is to free the crew so they can help rock the ship. They start off on the first deck below the main deck. Head down the stairs to the second deck and use Marty's gun to blow up the silver bars on the cell to free Tai Huang. Pick up the key in this cell while you are there.

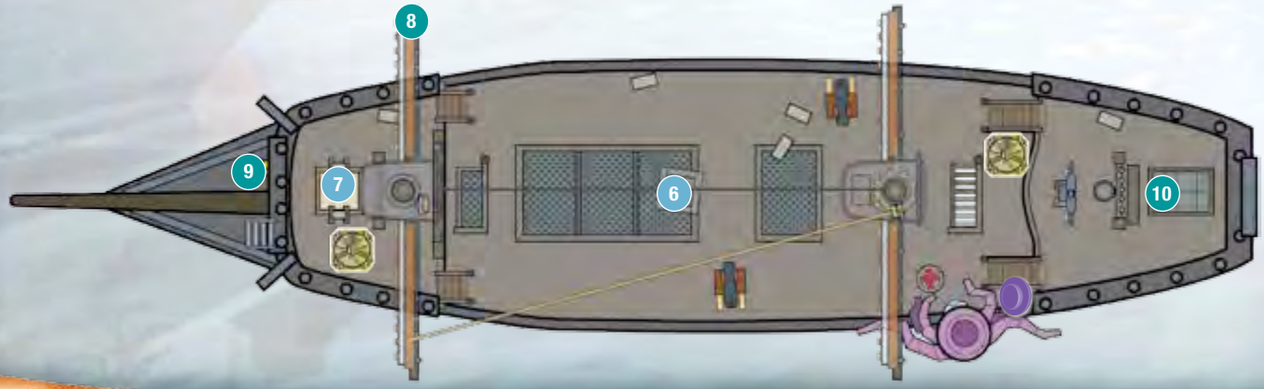


Now move to the back wall and assemble some bricks into a device that pulls a crate out from behind a second cell. Use Marty's gun to shoot at the target above the crate. When the crate drops, pick it up and carry it to a green pad in front of the second cell. Break open the crate to reveal a crank. Attach the key to it and turn the key to release the Tattoo Pirate from the cell.









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Move down the stairs to the third deck. Destroy all of the barrels along the back wall and then send Marty through the small hatch on the right side of the area. Once inside a cell, push the large keg to the left along the checkered path.



Once the keg is in position, switch to Barbossa and use his sword on the crank to release some liquid onto the sleeping Mr. Gibbs to wake him up and send him running up to the main deck.



Head up the stairs all the way to the main deck. As Marty, shoot at the silver chain holding Pintel and Ragetti to the main mast and free them.



Now work to free Anamaria, who is held by a squid. Walk to the rear of the deck and pick up a torch. Use the torch to light the barrel of explosives by the squid and when the barrel blows up, another crew member is ready to help rock the ship.



Switch to Barbossa and climb up the chain to the top of the main mast. You have to jump over to a net and then climb up onto the nest. Leap up onto the rope and zip to the foremast. There you must use the sword crank to lower the silver cage onto which Cotton is holding fast. Jump down and switch to Marty. Blast at the cage to blow it up and free Cotton.



Freeplay

SHIP IN A BOTTLE 4



Use Jack's compass to find a chest on the third deck. Dig it up with a shovel or a character who can dig. Use Blackbeard's power to open the chest and reveal the Ship in a Bottle.

SHIP IN A BOTTLE 5



On the first deck, use a singing character to shatter the aquarium so you can get this Ship in a Bottle.

SHIP IN A BOTTLE 6



The silver cage that you destroy to get Cotton contains a Ship in a Bottle. After blowing up the cage, pick up the prize and add it to your collection.

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SHIP IN A BOTTLE 7

After Barbossa jumps down from the foremast, hit the hinges on the wooden hatch at the base of the foremast and break it open. Drop down into the hold to get a Ship in a Bottle.



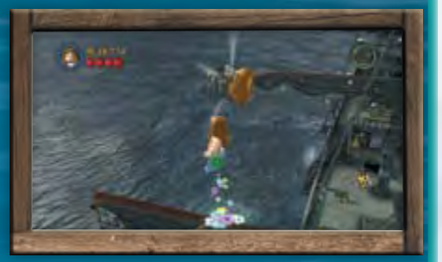


Switch back to Marty and move to the rear of the ship. Fire the gun at the wheel on which Will Turner is lying. It begins to spin. Fire two more times to speed up the spinning of the wheel.

Freeplay

SHIP IN A BOTTLE 8

Using a female character, climb up the chain to the nest on the main mast and zip across the rope to the foremast. Walk across the yardarm to the opposite side and high-jump to reach a Ship in a Bottle.



SHIP IN A BOTTLE 9

Using a character with a hammer, such as Mr. Gibbs, pound on the glowing bricks at the front of the ship. This creates a wheel that when turned raises an anchor, along with a Ship in a Bottle.



Freeplay

SHIP IN A BOTTLE 10



Use Jack's compass to find the key on the main deck. Use the key to turn the crank at the rear of the ship. This opens a door to the captain's cabin. Enter the cabin and pick up a gold coin on the table to make the Ship in a Bottle appear.





Use Barbossa's sword to cut the ropes holding the two cannons up against the sides of the ship. This frees up Tia Dalma and Elizabeth Swann.

Now that all of the crew is moving on the main deck, jump up onto the chain and climb up it a bit before starting to swing back and forth from left to right. The blue studs to either side will let you know when you are at the correct height. Keep swinging until the ship flips over to complete this level.



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At World's End

NORRINGTON'S CHOICE

The Flying Dutchman has captured Sao Feng's ship, The Empress. Since Sao Feng made Elizabeth Swann the captain of this ship, she is now a captive as well. James Norrington, assigned by Cutler Beckett of the East India Company to keep Davy Jones under control, still has feelings for Elizabeth and wants to help her escape.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1 to 5	Story	Smash five clams that are jumping around the various decks of the two ships.
2	2	Free Play	Use explosives to get to the rear deck of the *Flying Dutchman* and then break open a wooden hatch. Jump into the updraft.
3	3	Free Play	On the rear deck, use a *Flying Dutchman* crew member to go through the coral to get to the prize at the rear of the ship.
4	1 to 4	Story	Use a torch to drive tentacles out of four barrels on the interior decks of the *Flying Dutchman*.
5	5	Story	Use cannons on the first deck to shoot and destroy ten floating barrels of explosives.
6	6	Free Play	Climb through the short hatch in the prison cell with a small character to get to another cell with a prize inside.
7	7	Free Play	On the fourth deck, use a singing character to shatter a glass floor panel. Drop down to the bilge and look around.
8	8	Story	At the rear of the *Flying Dutchman*, use Elizabeth to jump up to a couple of green bars.
9	9	Free Play	Use a character with a hammer to pound on glowing bricks on *The Empress*.
10	10	Free Play	Search for the key on *The Empress* using Jack's compass, then use the key to enter the captain's cabin. Smash some furniture to find a prize.

True Pirate Stud Requirement: 100,000



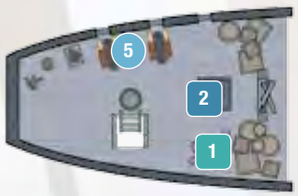
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Objective 1: Release the Prisoners

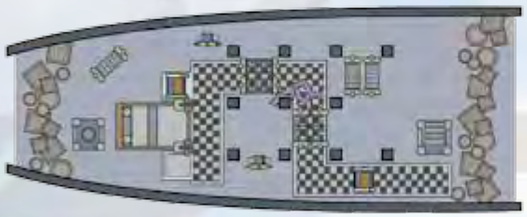








James Norrington is on the *Flying Dutchman* along with two soldiers—Murtogg and Mullroy. Together they must free the captives and help them get back to *The Empress*. To begin with, head up the stairs and continue to the front of the ship. Use Norrington's sword on the crank to reveal a target and have one of the soldiers shoot at it with a rifle.





This lowers a second chain. Jump up and grab onto one chain and another character will jump up onto the other chain. A crate is pulled up from the main deck and drops through a hatch, providing you with access to the interior of the ship. Drop down and get ready to work.

TIP

Grab a torch on the main deck of the ship before dropping down into the hatch. You will need it to get some Ships in a Bottle.



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SHIP IN A BOTTLE 1

Throughout the level are five jumping clams. Hit all five and you will be rewarded with a Ship in a Bottle.



Freeplay

SHIP IN A BOTTLE 2



Use some explosives to break the silver bricks blocking the way to the rear of the ship. Break open a wooden hatch by the rear mast; a gust of air will come up. Jump into the air to be carried up to a Ship in a Bottle.

SHIP IN A BOTTLE 3

Select a *Flying Dutchman* crew member and go through the coral on the rear deck. Another Ship in a Bottle is at rear of the ship behind the helm wheel.





After dropping down onto the first deck, find the ladder and climb down to the second deck. If you don't have a torch already, pick up one and use it to remove the tentacles covering the ladder down to the third deck. When it is clear, climb down the ladder.

SHIP IN A BOTTLE 4

There are four barrels on the interior decks that contain tentacles. Use a torch to clear out the tentacles in all four barrels to get another Ship in a Bottle.



SHIP IN A BOTTLE 5



There are two cannons on the first deck. Use a torch to light one and then fire at floating barrels of explosives in a minigame. You must use both cannons to hit all ten of the barrels. Once you complete this minigame, you receive a Ship in a Bottle for a reward.



Down on the third deck, use your torch to clear away tentacles from the checkered path. Then turn each of the two wheels on this deck once to move hammocks out of the way.





Return to the start of the checkered path and push a crank along the path. As you get near the end, you will have to turn the wheel closest to the camera again to move a hammock out of your way. Continue pushing the crank until it drops into position at the end of the path.

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Use a torch to move the tentacle away from a sword on the left side of this area. Then select one of the soldiers, Murtogg or Mullroy, and pick up the sword. Use it to turn one of the cranks. Switch back to Norrington and use his sword in the other crank. A hatch to the fourth deck opens up, so head down the stairs to this area.





Down on the fourth deck, use a torch to light a fuse on a barrel of explosives. Move away and let it blow up to knock down the cell door. Once the cell is open, move in and free the prisoners.

Freeplay

SHIP IN A BOTTLE 6

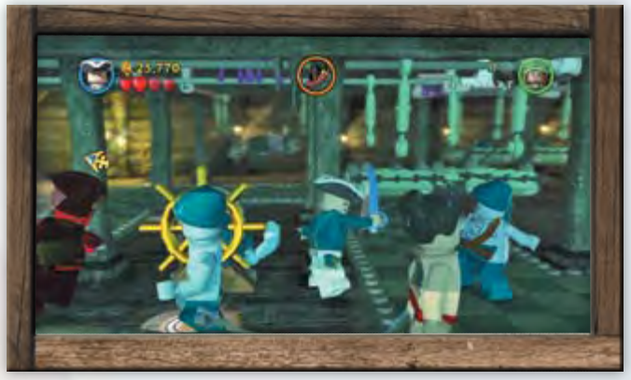
After releasing the prisoners, select a small character and climb through the short hatch at the back of the cell. This leads to the adjacent cell where a Ship in a Bottle is waiting for you.



SHIP IN A BOTTLE 7

Locate the glass floor panel on the fourth deck to the right of the cells. Select a character with the song ability and sing to shatter the panel. Drop down into the bilge and move to the left to collect the Ship in the Bottle.





You have added Elizabeth, Tai Huang, and the Tattoo Pirate to your crew in exchange for Murtogg and Mullroy. The crew of the Flying Dutchmen know the prisoners have escaped and now attack you. Fight your way across the third deck to the ladder.





Keep fighting all the way across to the left side of the second deck. Use the Tattoo Pirate to pull on the orange handle to break down a wall. Use a torch to light the fuses of the two triple–barrel cannons. As they fire and recoil, the cannons will move back, allowing you to move through the firing ports to get to the exterior of the ship.

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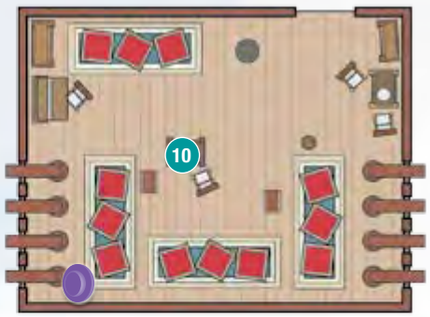
Objective 2: Escape in *The Empress*

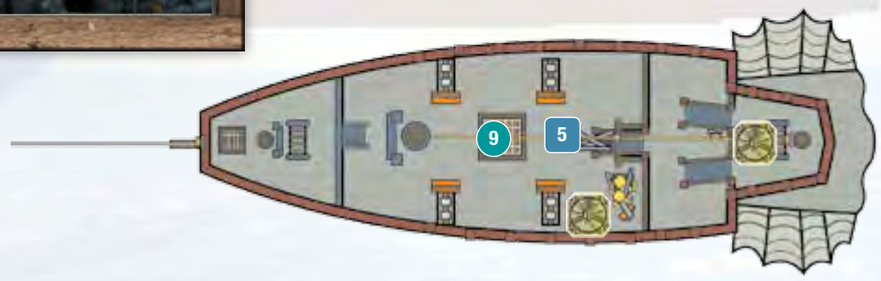


While Norrington stays behind, the three escapees must make their way along the side of the ship. Drop down through a hole in the bow of the ship and drop down onto a plank. Switch to Elizabeth and at the end of the plank high-jump to the right to grab onto a brown bar that pulls down a net.









Climb the net and get onto a platform to the right. Now you must jump across three firing ports. The doors lift up, a cannon fires, and the doors close. Timing is critical. Jump across to the first door and as the cannon fires, jump across to the second door, which is just opening. Quickly jump across to the third door and then on to another platform. You have to move fast.

TIP

If a firing port door starts to drop while you are on it and there is no where else to go, jump up and then grab onto the bar below the door. Then when it opens again, jump back up onto the door.

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From the platform, jump over to a closed door and grab onto the bar to pull it down and expose a wheel. Turn the wheel to hoist a rowboat up.



Switch to Tai Huang and jump into the rowboat. From there, use his pistol to shoot at the target to the right to release the anchor chain. Jump over to the chain and swing back and forth so you can jump to the ledge to the right.



Battle a crew member on the ledge and pick up the torch so you can repel the tentacles blocking your way along the ledge. Keep going until you get to the rear of the ship, where you must fight more of Davy Jones' crew.

SHIP IN A BOTTLE 8



Take control of Elizabeth and jump up to the green bar above the rear of the ship. Jump up to the next green bar and from there, shift to the side to get the Ship in a Bottle.



Jump up to grab onto the rope at the rear of the ship and zip across to *The Empress*. However, you are not home free just yet. You still need to release the ship.



Switch to the Tattoo Pirate and pull on the four orange handles on the deck of the ship. This releases the cables attaching *The Empress* to the *Flying Dutchman*. Once the last cable is released, you are finally free of Davy Jones.

Freeplay

SHIP IN A BOTTLE 9



While on *The Empress*, select a character with a hammer and pound on the glowing bricks to repair a device that opens a hatch, where you can find a Ship in a Bottle.

SHIP IN A BOTTLE 10



While on *The Empress*, blow up the silver bricks in front of the stairs leading to the rear deck. Use Jack's compass to find a key. You must jump up onto a rope and zip across the deck of the ship to get the key. Insert the key into a crank and turn it to open the door to the captain's cabin. Enter the cabin and break up the desk in the center to find the Ship in a Bottle.

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At World's End

THE BRETHREN COURT

Captains Jack Sparrow and Hector Barbossa have arrived at the island where the Brethren Court meets. It is up to them to unite the Pirate Lords to fight against the East India Company or be hunted and driven from the sea.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	Blow up the statue of Ammand the Corsair with explosives.
2	2	Free Play	Find an orange handle with the compass, then use a strong character to pull on it. Complete a new maze minigame.
3	3	Free Play	Use Blackbeard's power on a hanging rowboat to drop it down to the water. Row the boat into a grotto.
4	4	Free Play	Use a sword crank, then shoot a target to get to two cannons on the docks. Fire at a series of targets that pop up. Destroy all of the targets.
5	5	Free Play	Select two female characters, high-jump to pull on a couple of chains, and then perform a five-step dance.
6	6	Free Play	Break Jocard's chest and send a small character through a small hatch to emerge above the same area.
7	7	Free Play	Shoot the target in Mistress Ching's area, then use a female character to jump up to a green bar and jump across to get a Ship in a Bottle.
8	8	Story	Use the compass to find the flume ride at the top of the island. Ride it down through the water chute to the bottom.
9	9	Free Play	Use a *Flying Dutchman* crew member to go through the coral in the skeleton room to get to a locked cell.
10	10	Free Play	Use explosives in the meeting room to blow up silver bricks, then search for the pedestal using the compass. A song by a character with that ability will shatter the glass case.

True Pirate Stud Requirement: 20,000

Story Characters


Captain Jack Sparrow


Barbossa

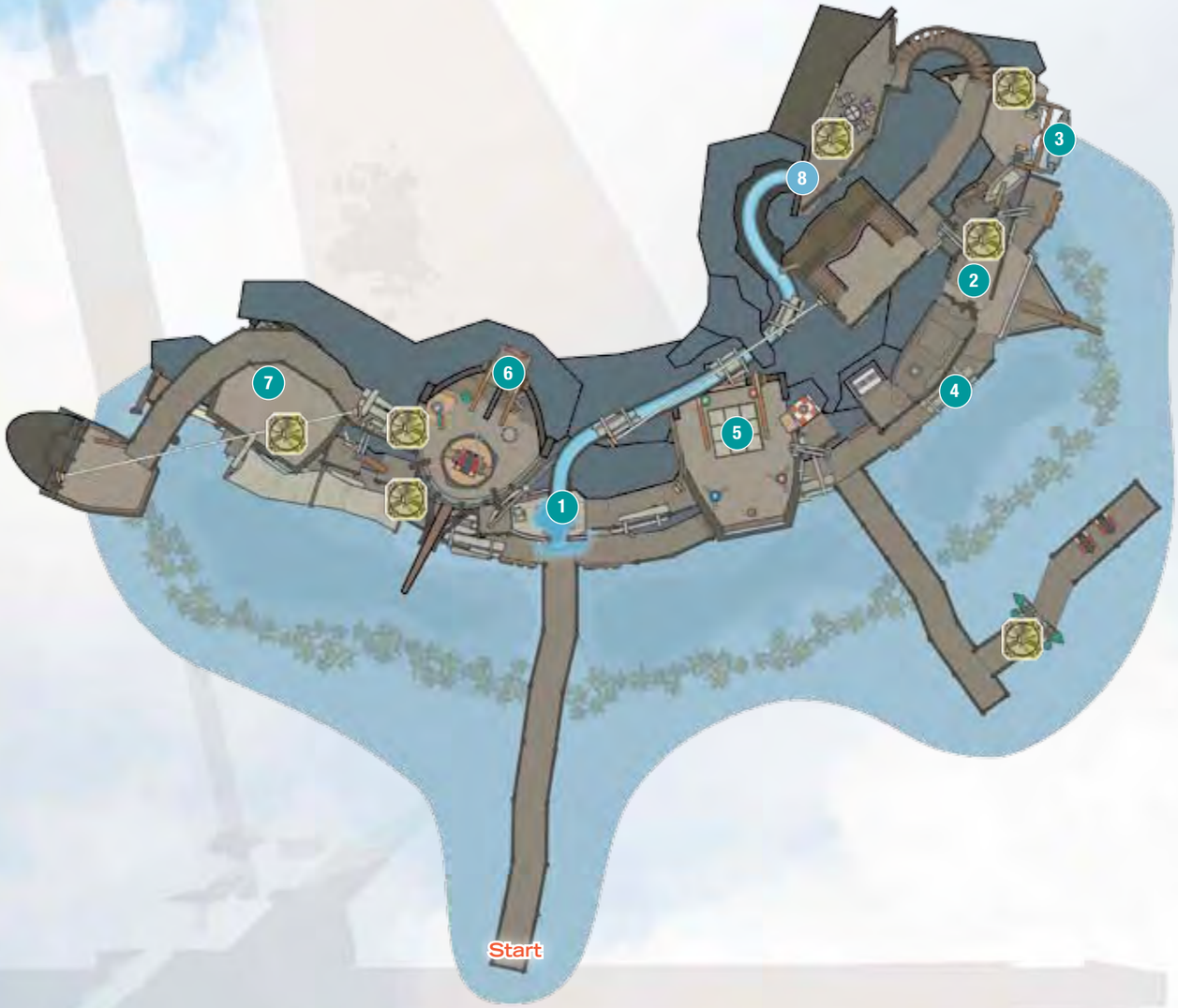

Elizabeth Swann

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Objective 1: Get the Pirate Lords to the Meeting





Jack and Barbossa arrive at the island. Together they must convince six pirate lords to meet and declare war on Lord Cutler Beckett and Davy Jones. Move along the dock to the first pirate lord, who is behind the waterfall.



Ammand the Corsair is very vain. To convince him to attend the meeting, use the two sword cranks to open a door. A crate drops onto the floor. Break it open and then assemble the pieces inside into a statue of Ammand. The pirate lord likes the statue and enters the elevator to go to the meeting.

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Freeplay
SHIP IN A BOTTLE 1



After you have assembled the statue of Ammand, use explosives to destroy it. You get a Ship in a Bottle for your troubles.

Freeplay
SHIP IN A BOTTLE 2



After you have already sent Chevalle to the meeting, use Jack's compass in this area to find an orange handle. Use a strong character to pull on the handle and reset the maze. Solve it again in the same way to get a Ship in a Bottle.





From the waterfall, head to the right. There are three more pirate lords in this direction. Keep going all the way to the right to find Captain Chevalle. Here you must solve a puzzle. Turning the wheel rotates the maze. Pull on the chain to switch the direction of rotation. Here is how to solve this puzzle.

1. Turn the wheel twice to rotate the maze counterclockwise.
2. Pull on the chain and turn the wheel three times to rotate the maze clockwise.
3. Pull on the chain and turn the wheel three times to rotate the maze counterclockwise.
4. Pull on the chain and turn the wheel twice to rotate the maze clockwise.

Pick up the small cask that comes out of the maze and carry it over to the crank. Place it in the crank and use your sword to operate the crank to pour Chevalle a glass of wine. Then he enters the elevator and goes to the meeting.



Head back to the left along the dock until you come to a white elevator. Ride it up to the top and follow a walkway to the right. When you come to a compass rose, pull out Jack's compass and look for a key. Follow the path to find the key in Captain Eduardo Villanueva's area. Unfortunately, he appears to be missing.



Place the key on the crank and turn it as Barbossa does the same. The cranks pull up a rowboat with Villanueva on board. After he climbs off, he enters the elevator and heads to the meeting. Three down, and three more to go.

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Freeplay

SHIP IN A BOTTLE 3

After pulling Villanueva up on the rowboat, switch to Blackbeard and use his power to release two swords that mystically cut the ropes holding the boat aloft. Drop down into the boat on the water and use it to row into a grotto, where you can find a Ship in a Bottle.





SHIP IN A BOTTLE 4





Near the white elevator, move out onto the dock away from the island. Using Jack's compass, select the barrel from the compass menu. The compass leads you to a sword crank. Use the crank to reveal a target. Shoot the target to lower a section of dock so that you can walk up to a couple of cannons. Pick up a nearby torch and use it to light a cannon and start a minigame. A series of targets appears on the island. You must shoot each of them. The targets appear for only a couple seconds and then retract. Don't worry if you miss—they will pop out again. Destroy all of the targets to earn another Ship in a Bottle.



The next pirate lord you need to see is Captain Sumbhajee Angria. Move to the left past the white elevator and continue up the pathway until you come to a checkered shaft. Jump back and forth between the walls of the shaft. When you get to the top, jump over to a walkway. Head to the right and enter another shaft that you must wall-jump up.



Once you get up to Sumbhajee's area, jump up and pull on the chains to start a minigame. Watch the two women as they do a dance by jumping from square to square in a sequence. They jump on two squares each. Pick one woman to follow and then repeat her sequence while your partner does the other sequence. After you complete it correctly, you must do a three-step dance and then a four-step dance. The prior squares do not change. You just get a new step in the second and third trials. If you get it wrong, the women show you the steps again and then you can try it another time. Once you get the dance correct, Sumbhajee walks to the elevator and goes to the meeting.

Freeplay

SHIP IN A BOTTLE 5



After Sumbhajee leaves, the chains rise up higher. Switch to two female characters and high-jump to reach the chains. The two women show you a new dance—this time with five steps all at once. Watch carefully and the repeat it to win a Ship in a Bottle for your groovy moves.

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Return to the base of the first checkered shaft and continue along the walkway as it ascends to the left. Climb a pole near a waterfall, then jump over to another pole and continue up to Captain and Gentleman Jocard's area.





Pick up the cog on the ground and place it on the green pad. Then push on the green side of the lever to lift and rotate the cannon into position.



Use the compass to locate a torch that appears nearby. Pick up the torch and light the cannon. Fire at the two locks on the chest and blow them up so Jocard can get his hats. He walks to the elevator and goes to the meeting because you helped him out.

Freeplay
SHIP IN A BOTTLE 6



After Jocard leaves, break his chest to reveal a short hatch. Switch to a small character, crawl through the hatch, and emerge on the covering above Jocard's area. Get the Ship in a Bottle that's there for your collection.

Exit Jocard's area by moving to the left. Follow the path to a platform and go through the door to get down to the seaside dock. Walk to the right until you come to a climbing wall. Climb up it and then go to the left until you come to a zipline. Use this to get up to Mistress Ching's area.



Use the compass to find one of her wigs hidden in this area. Pick it up and carry it to the designated green pad. Push a crate along a checkered path to get a second wig. The third wig is out on a beam extending off the side of this area.





Once all three wigs are on the pads, Mistress Ching enters the elevator. Since she is the last pirate lord you have helped, she waits for Jack and Barbossa to join her. Use both characters' swords on the cranks to start the elevator moving up toward the meeting.

Freeplay
SHIP IN A BOTTLE 7



Before getting into the elevator, shoot the target along the back wall of Mistress Ching's area to release a green bar. Switch to a female character and jump up onto the bar. As you swing around the bar, jump across to the right to get the Ship in a Bottle.

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Ride the elevator to the top of the island. Then head along a pathway to the right and up some stairs. All of the pirate lords have placed their swords into cranks. As soon as you do the same with Jack and Barbossa, the door to the meeting room opens so that the eight pirate lords may enter. Move into the building.

SHIP IN A BOTTLE 8

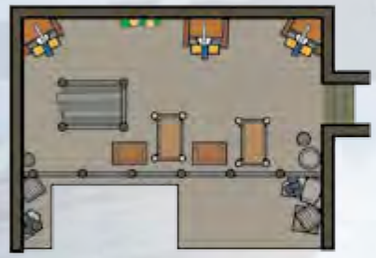




When you get to the top platform where the pirate lords have inserted their swords, pull out Jack's compass and look for the flume ride log. When the log appears, climb into it. The log begins to go down the water chute. Ride it to the end and collect a Ship in a Bottle for getting a little wet.

Objective 2: Find the Code of the Brethren











After the pirate lords fight over what to do, head through the doorway to the left and enter a new room. Hit the three skeletons. The third skeleton you hit drops a bone. Pick it up and carry it back into the meeting room and give it to the Guard Dog.



Switch to the Guard Dog and move back into the room where the skeletons are. Dig into the floor boards on the room's left side to find stairs leading down to a lower room.

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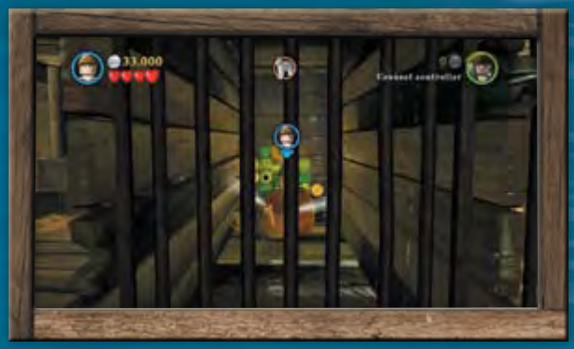
Go down the stairs and move the Guard Dog through the small hatch, which leads into the cell with the Code of the Brethren. Jump up and grab onto the vine inside the cell to open the door.



Switch to a human character, move into the cell and pick up the book. Carry it up the stairs and back into the meeting room. Finally, set it down on the green pad on the table. The pirate lords turn to the Code of the Brethren and Elizabeth is chosen as the Pirate King.

Freeplay

SHIP IN A BOTTLE 9



Select a *Flying Dutchman* crew member and send him through the coral in the room with the skeletons. This takes him down into a second cell in the room below. Pick up the Ship in the Bottle in this cell.

SHIP IN A BOTTLE 10





While in the meeting room, use explosives to break the silver bricks so you can enter a secret room. Once inside, use the compass to search for a pedestal. While in the meeting room, use explosives to break the silver bricks so you can enter a secret room. Once inside, use the compass to search for a pedestal. Switch to a character with the song ability and sing in order to shatter the glass so you can get to the Ship in a Bottle.

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At World's End

MAELSTROM

The pirate lords have set sail to do battle against the East India Company and Davy Jones. This will be an epic battle with a lot of combat on the high seas.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1 to 5	Story	Hit all five jumping clams scattered throughout the level.
2	2	Story	Look through the spyglass and find the Tattoo Pirate.
3	1 to 5	Free Play	Destroy the five silver barrels throughout the level.
4	4	Free Play	Use a singing character to break the glass structure at the rear of the ship.
5	5	Free Play	Destroy the three red mystical lanterns at the rear of the ship with Blackbeard's power.
6	6	Free Play	Turn the wheel near the front of the ship until you pull up a crate. Use a strong character to open it, then assemble pieces inside.
7	7	Free Play	Using the cannons on side of ship, shoot a crate on *Flying Dutchman*, then sink three rubber ducks.
8	8	Free Play	Use Blackbeard's power to open a mystic chest on the front of the ship.
9	9	Free Play	Find an apple up on the foremast, then take it through coral to the rear deck and give it to a crewman of Davy Jones.
10	10	Free Play	Find the turnstile with Jack's compass and use Blackbeard's power to remove a hatch. Break the glass cover with a song from a character with that ability and assemble levers onto the turnstile so you can rotate it.

True Pirate Stud Requirement: 40,000



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Objective 1: Release Calypso





Barbossa believes that if the pirate lords release the sea goddess Calypso, she will help them defeat their enemies. Therefore, you must collect five items and place them in a bucket. Start at the front of the ship to the left. Smash the crates up there and find a bugle. Pick it up and carry it to the bucket.



Next smash some crates behind Calypso by the stairs. Inside one you find a parasol. This is not one of the items you need in the bucket. However, take the parasol and give it to Ragetti. In return, he gives you a wooden eye, which does need to go into the bucket.

TIP

You can use the compass to find five items during this first part of the level. Since you don't have Jack during story mode, you must find these items during Free Play.



Walk over to the spyglass on the far side of the ship. Look through it and track Mistress Ching as she moves along her ship. After she stops, she launches a life preserver over to your ship. Put it in the bucket as well.

SHIP IN A BOTTLE 1

There are five hopping clams throughout this level. Hit all five and you will get a Ship in a Bottle. The first is near the helm.



SHIP IN A BOTTLE 2

After watching Mistress Ching through the spyglass, look through it again. Find the Tattoo Pirate in the ship's upper-right corner. When he sees you looking at him, he throws a Ship in a Bottle over to you.



Switch to Will Turner and throw a hatchet at the target on the rear mast. This lowers a rope. Climb up it to the nest and then move along the yardarm to the far end to pick up a gem. To get down without dropping the gem, Jump up onto the zipline and zip down to the main mast. Zip down a second line which takes you to the foremast. Once you get back on the deck, the gem goes into the bucket.



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Climb back up to the masts and zip over to the main mast. Pick up a torch by the nest and light the fuse of a cannon hanging above the deck. When it fires, it blows up some silver barrels on the deck and reveal a sausage. Zip down to the deck and put the sausage into the bucket.



Now all you need now is the croissant. Pick up a torch from the wall by the rear stairs. Carry it to the near side and hop down into a rowboat. As it lowers, move to the right side and use the torch to repel the tentacle. Now you must pick up the croissant. Jump over to the net along the side of the ship and carry the croissant to the bucket. Once you have all five items in the bucket, Calypso is released.

Freeplay

SHIP IN A BOTTLE 3

There are five silver barrels throughout this level. Use explosives to destroy all five to get another Ship in a Bottle.



SHIP IN A BOTTLE 4

The glass structure at the rear of the ship contains a Ship in a Bottle. To get it, select a character with the song ability and sing to shatter the glass so you can get the goods.

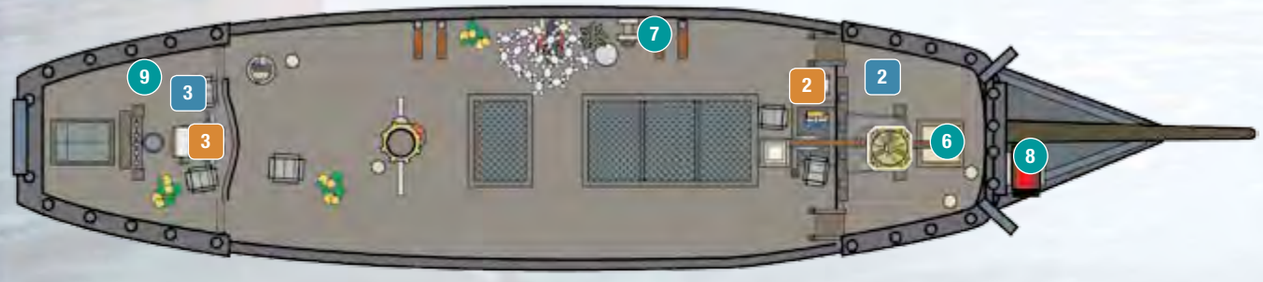


SHIP IN A BOTTLE 5

At the very back of the ship are three mystical red lanterns. Use Blackbeard's power to destroy all three so you can get the Ship in a Bottle as a reward.



Objective 2: Damage the *Flying Dutchman*



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It is now night and the battle is raging. While you have several more crew members you can use during this part of the battle, you are fighting against soldiers as well as Davy Jones' crew. Therefore, as you try to complete your objectives, you still have to keep fighting. Move up the stairs to the right and turn the wheel several times to lift up a crate with a cannon inside out of the hold. As you turn the wheel, the crane drops the crate onto the deck.



Assemble the cannon pieces and then get a torch that is nearby. Light the fuse of the cannon and then fire it at the *Flying Dutchman*. Aim for the lighter-colored wood on the right side. Since the target is rising and falling with the waves, it may take several shots to get a hit. You need to blow up the other two spots, but you will need to use other cannons to do that because this one does not rotate enough to hit all the targets.

Freeplay
SHIP IN A BOTTLE 6



After lifting the cannon out of the hold, keep turning the wheel to bring up another crate. Use a strong character to pull on an orange handle to open the crate. Once it's open, assemble the pieces into a lightning rod. After it is struck by lighting, a Ship in a Bottle appears for you to get.

Freeplay
SHIP IN A BOTTLE 7



During Free Play, a crate hangs over the side of the *Flying Dutchman*. Shoot it to release three rubber ducks into the water. You must hit and destroy each duck with a different cannon, so sink the ducks before you go after the wooden sides of the enemy ship.





Now you need to get the second cannon ready to fire. It is covered by crabs. Assemble the pieces on the deck into a wheel. Turn the wheel to pull up a rowboat filled with water that washes the crabs away. Now get a torch and use the cannon to destroy the middle section of the enemy ship.



Fight off the enemies near the main mast. Keep hitting them to clear off the deck as much as possible. As you are fighting, lightning strikes a rope holding a cannon aloft. It comes crashing to the deck.

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Reassemble the cannon and then use it to attack the *Flying Dutchman*. Fire and hit the spot on the left side this time to cause some more damage to the enemy ship, as well as help Jack escape from his cell.



Freeplay
SHIP IN A BOTTLE 8

Switch to Blackbeard and drop down onto the front of the ship, where a mystic chest is located. Use your powers to open the chest and get the Ship in a Bottle for you to enjoy.



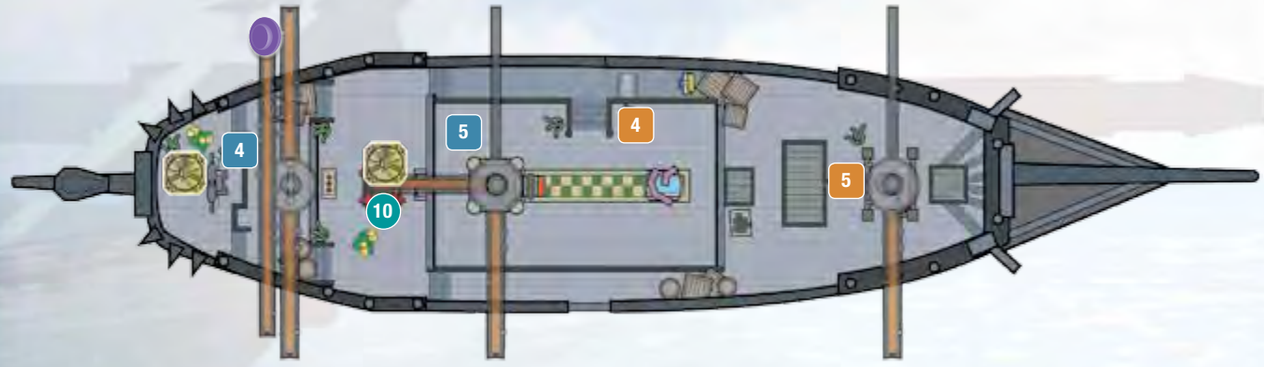
Freeplay
SHIP IN A BOTTLE 9





As Jack, use the zipline near the front of the ship to pull yourself up to the nest on the foremast. Use your compass to find a basket of apples and then pick up an apple. Drop down to the deck and switch to a *Flying Dutchman* crewman so you can go through the coral to get up on the rear deck. Give the apple to one of Davy Jones' crew who is sitting down. In return, you will get a Ship in a Bottle.

Objective 3: Defeat Davy Jones





You now have Jack to control. Your first task is to defeat Bootstrap Bill. Use a sword to fight against him. It takes four hits to knock him to pieces.

TIP

After defeating Bootstrap Bill, it is a good time to explore the ship and work on Ships in a Bottle since you won't be attacked.

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Assemble the pieces to put Bootstrap Bill back together; he joins your crew. As soon as he does, the battle against Davy Jones begins. Select Bootstrap Bill and send him though the coral to get up to the rear deck. There, pick up a lantern and then jump down to the lower deck.

Move to the center of the ship and use the lantern to repel a tentacle so that you can move a chest along the checkered path. This creates a zipline for Jack to use.





Switch to Jack and use the new zipline to get up to the nest of the main mast. Drop down to the yardarm closest to the camera; a beam unfolds. Jump across to this beam and then get ready to fight Davy Jones. Get in a hit and he drops down to the deck below.



Drop down to the same deck and try to get in several hits against Davy Jones before he uses the coral to get up to the rear deck. Switch to Bootstrap Bill and follow Davy Jones so you can keep up the attack. Hit Jones a couple more times; then he runs away again.

Switch back to Jack and use the zipline on the far side of the ship to get up to the foremast, and then drop down to get in another hit. Keep following Davy Jones and hit him as you can. Once you get him down to only one more life heart, use the central zipline to get up to the main mast.



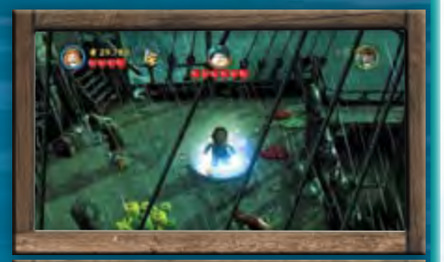
Walk out onto the beam and then jump across to a rope that has been lowered. Climb up the rope and then jump across to a high yardarm where Davy Jones is waiting. Jones comes on you with some fast attacks. Hit back when you can. You need only one hit to knock your enemy down to the deck so that Will Turner can finally finish off Davy Jones.

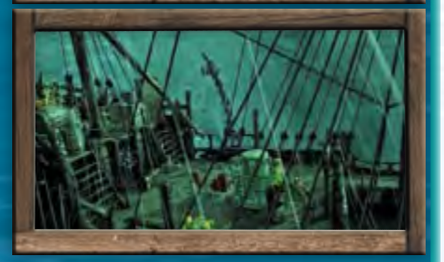




Freeplay

SHIP IN A BOTTLE 10





Use Jack's compass to find the turnstile. You need Blackbeard's power to lift up the red mystical hatch and reveal a large glass circle. Get a singing character to break the glass with a song. A turnstile rises up. Blow up the silver bricks to the right, then assemble some levers to the turnstile. Push on the green side to rotate the turnstile. It then pounds the deck, resulting in a large tentacle throwing a Ship in a Bottle onto the deck. It's yours now.

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On Stranger Tides

LONDON TOWN

Jack Sparrow and Mr. Gibbs have been caught in London and taken to King George and Captain Barbossa, who want the map to the Fountain of Youth. However, Jack is not one to give up and must try to escape.

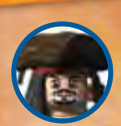


Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1 to 6	Free Play	Destroy the six suits of armor in the dining hall. You must assemble one and then destroy it.
2	2	Free Play	Use a singing character to break a window on the balcony on the left side.
3	3	Free Play	Use a female character to high-jump along the right side of the dining hall and jump up some bars to get to the top.
4	4	Free Play	Destroy silver furniture and use the lever in the hallway to open a secret chamber.
5	5	Free Play	Break the glass on the side of a building with a song, then move statues along a checkered path.
6	6	Free Play	Use Blackbeard's power to open a carriage with a black-and-red top.
7	7	Free Play	Blow up a silver chest on a wagon using explosives.
8	8	Free Play	Use a singing character to break a glass top on a carriage.
9	9	Free Play	Shoot a target upstairs in the pub, then use the two sword cranks. Carry the barrel down to the bar.
10	10	Free Play	Destroy a silver chain with explosives and push the large barrel across a checkered path and off a ledge.

True Pirate Stud Requirement: 70,000

Story Characters


Jack Sparrow


Mr. Gibbs

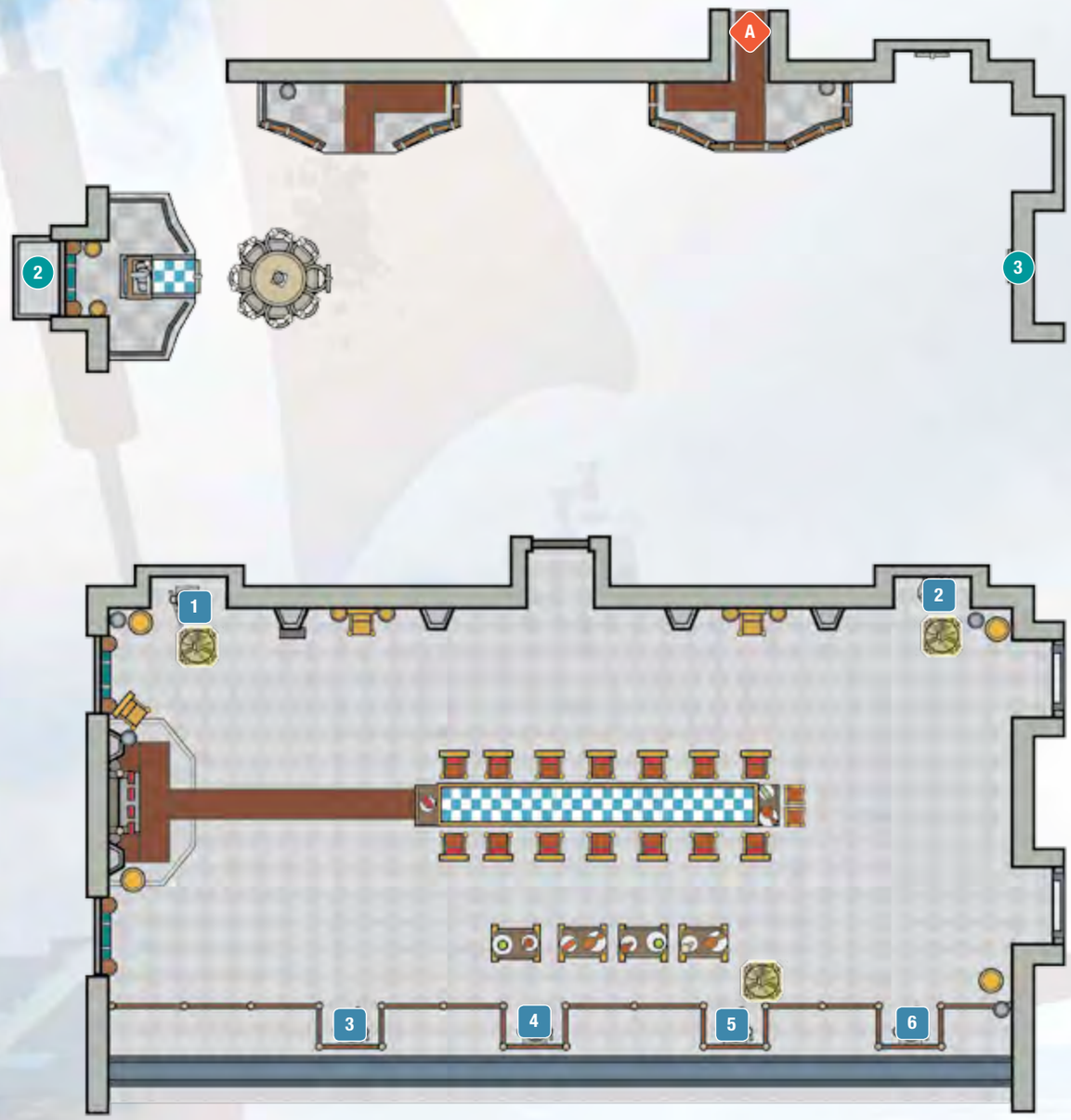

Scrum

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Objective 1: Escape the Dining Hall





Jack Sparrow and Mr. Gibbs find themselves in a dining hall with King George, Captain Barbossa, and lots of soldiers. Getting away will not be easy. Start off by attacking the soldiers and clearing out as many as you can so you can then work on getting out of this room.

TIP

There are three compass items in this area. After clearing out the soldiers, use the compass to find all three.

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In addition to the soldiers moving about the floor of the dining hall, there are two more with rifles at the far end—each is next to a window. Attack them and then pick up a rifle and shoot at one of the targets to break the window. Assemble the bricks that fall to the ground into a zipline and use it to get up to the balcony.



On the balcony, jump up and pull on the rope to start the chandelier swinging. Push the statue along the checkered path and follow its movement until it comes to a stop. Jump down and push the remains of the statue along the checkered path on the table back towards the chandelier.



Climb up on the base of the statue and watch the chandelier. As it comes toward you, jump up and grab onto the green bar. Pull yourself up onto the chandelier. As it swings, jump off the edge to land on the balcony against the large mural on the back wall. From there, jump across to a rope on the right and swing to another balcony to the right. Head through the doorway on this balcony to exit the dining hall.

Freeplay

SHIP IN A BOTTLE 1



Move to the back-right corner of the dining hall and assemble a silver suit of armor from pieces lying on the floor. Now use explosives to destroy it. Continue destroying the other five silver suits of armor in this room to get a Ship in a Bottle.

SHIP IN A BOTTLE 2



Get up onto the balcony with the statue and select a character with the song ability. Sing to break the glass so you can get the Ship in a Bottle.

SHIP IN A BOTTLE 3



Select a female character and high-jump at the far-right end of the dining hall.

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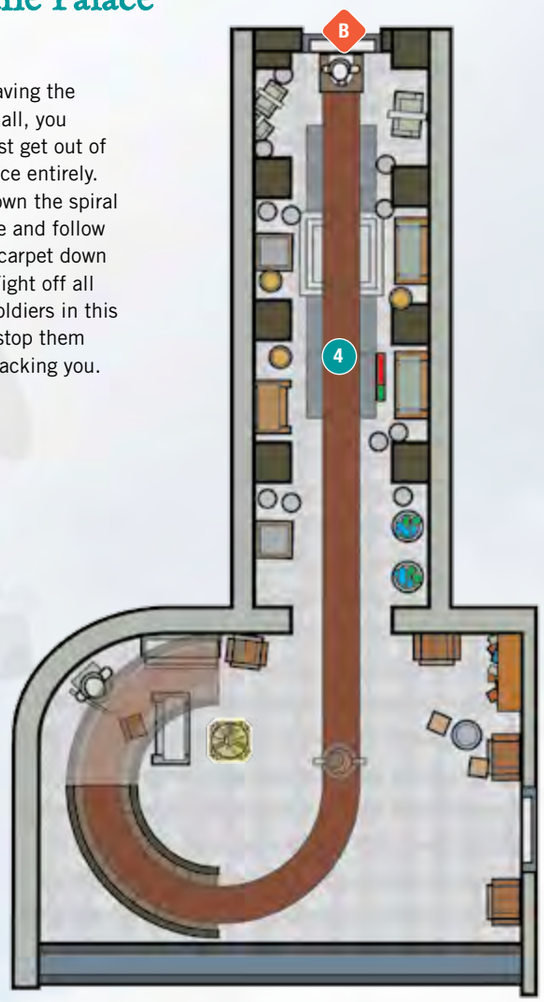
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Objective 2: Exit the Palace



After leaving the dining hall, you now must get out of the palace entirely. Head down the spiral staircase and follow the red carpet down a hall. Fight off all of the soldiers in this area to stop them from attacking you.







Hit all the furniture and items along the sides of the hallway. You can find a sword in a cabinet on the left side. As you break things, pieces to a cannon fall to the floor in a pile. Assemble the pieces and get a torch from the end of the hall to light it.



Take aim at the statue of King George in front of the window. Fire and destroy both the statue and the window so you can make your escape from the palace. Jump through the open window to get to the next area.

TIP



After destroying the statue and window, shoot at the three targets on a building across the street. They are small targets, so you have to aim carefully. Hit all three and you will be rewarded with a lot of studs.

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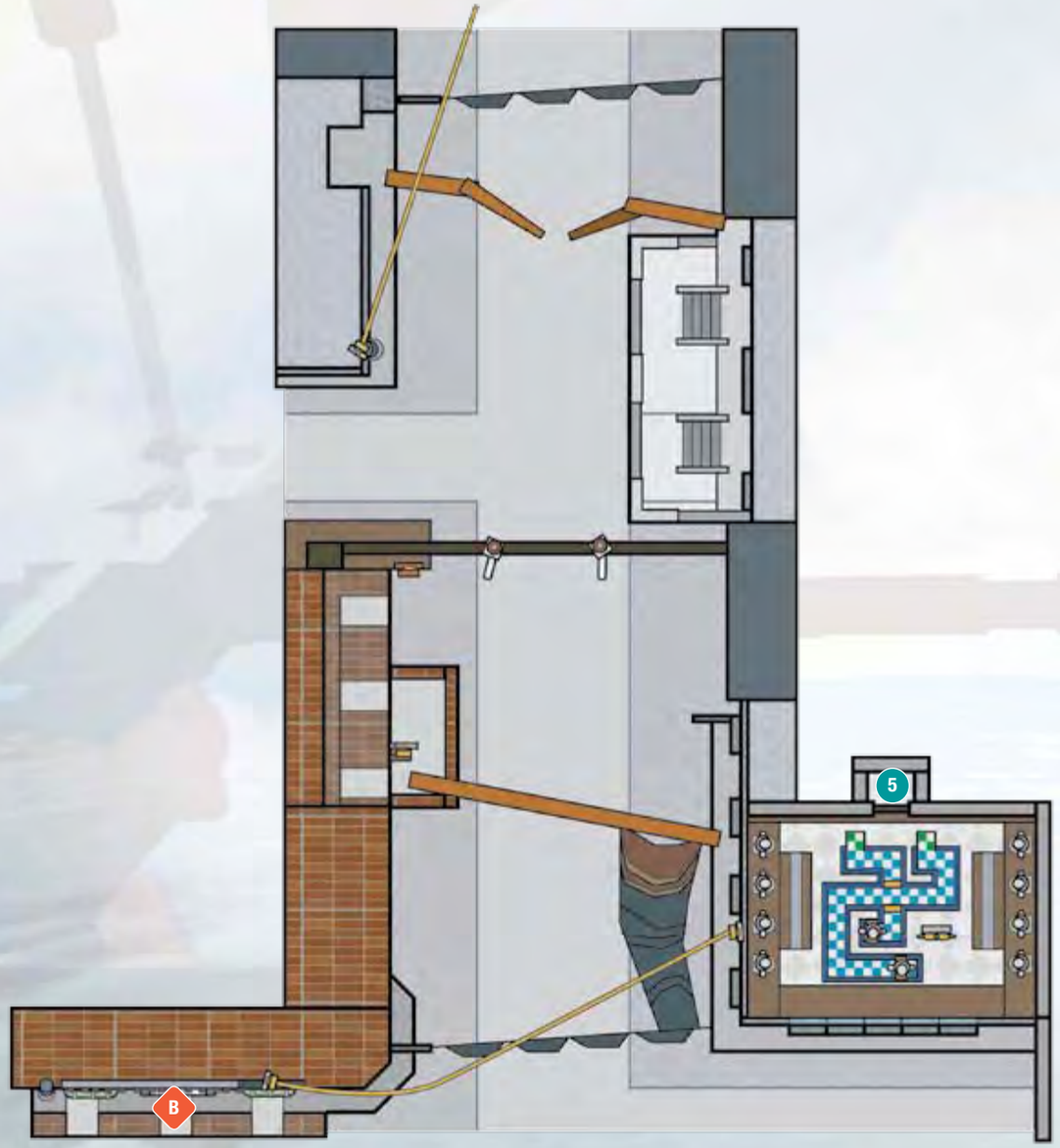
Freeplay

SHIP IN A BOTTLE 4



With the compass, locate a lever near the stairway. Then use explosives to destroy the silver furniture to get the lever. After defeating the soldiers in the hallway, carry the lever into the hallway and set it on a narrow pad. Now push the green lever toward the window to open up a hatch to a secret area beneath the floor. Walk down inside it to get a Ship in a Bottle.

Objective 3: Get Down to the Streets



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Although you are outside of the palace, you are still not safe. Jack and Mr. Gibbs are stuck on the side of the building and must make it down to the streets below before the soldiers can stop them.

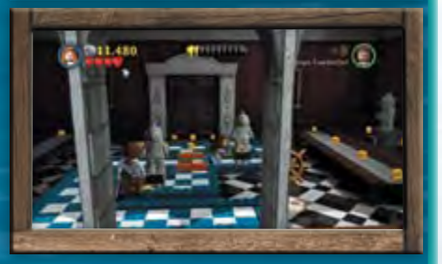


Climb up the drain pipe to the left of the window and jump across to a climbing wall. Move to the right along this wall. When you get to the end, grab onto the green bar to pull down a net and launch a zipline across the street. Climb up to the line and grab onto it to slide to a building across the street.

Freeplay

SHIP IN A BOTTLE 5





Once you get to the opposite side of the street, move around to the right. Select a character with the song ability and sing in front of each of the windows to shatter them so that you can enter and see inside. Now move the statue closest to the window along the checkered path until it is in position along the back wall. Turn the wheel to rotate a block at the intersection on the checkered path and then move the other statue to the end of the path by the back wall. This opens a door to a secret chamber where you can pick up the Ship in a Bottle.



Walk on the wooden pole to get back across the street. Select Mr. Gibbs and use his hammer to pound on the glowing crank to repair it. Switch back to Jack and insert his sword into the crank to raise the pole so Mr. Gibbs can get up to an upper ledge. Switch to Mr. Gibbs and walk over to the wooden planks so they drop down for Jack to use to climb up to the ledge.



Jump to the right and grab onto a rope. Swing back and forth to jump across to another rope. From there, jump to the balcony on the street's right side. As you are on the ropes, a couple of wooden poles drop into position. Fight the soldiers on the balcony and then walk across the wooden poles back to the left side of the street.



Climb up the drain pipe and jump up to the rope. Zip down to the streets of London.

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Objective 4: Lose the Soldiers in the Streets of London

Jack and Mr. Gibbs are now on a carriage racing down the streets. As the wagon pulls up alongside a blue carriage, jump across to it. Fight off the soldiers who jump up onto the wagons.



Get across to a wagon carrying a soldier with a rifle. Defeat him and then pick up the rifle. Shoot at the target on the carriage in front of you to drop a walkway. You must jump across to the walkway to get onto the carriage with a black-and-red top.





Make your way across to a large flatbed wagon with some bricks on it. Assemble it into a beam and walk across to a carriage with a glass top.



Continue until you get to the coal wagon with a glowing crank on it. Use Mr. Gibbs' hammer to pound on the crank to repair it, then switch to Jack and use his sword to operate the crank. This ejects the driver of the wagon, so take his seat. Barbossa and the soldiers are catching up. Jump away from the driver's seat and pick up a piece of coal in the back of the wagon. Throw the coal at the two targets at the rear of the wagon to dump the coal into the street and slow down your pursuers.

Freeplay

SHIP IN A BOTTLE 6



When you get to the carriage with the red-and-black top and the walkway hanging behind it, use Blackbeard's power to open the top and get the Ship in a Bottle located inside.

SHIP IN A BOTTLE 7



When you are on the wagon where you assemble the beam, use explosives to blow up the silver chest on the adjacent wagon. Inside you find a Ship in a Bottle. Jump across to the other wagon to claim it.

SHIP IN A BOTTLE 8



Once you jump onto the carriage with the glass top, switch to a character with the song ability and sing to break the glass and drop into the carriage. You'll nab another Ship in a Bottle.

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Objective 5: Defeat the Imposter Jack





After the chase through the streets, Jack ends up in a pub and meets a new friend—Scrum. Scrum has a guitar he can play, which distracts enemies and stops them from attacking. While enemies are distracted, Scrum can hit them with the guitar. Inside the pub, you discover a person disguised as Jack Sparrow. You must defeat this imposter. Move in to attack and get a hit on the imposter.

TIP

Use Jack's compass to find three items in the first room, and a fourth item in the second room.

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Freeplay

SHIP IN A BOTTLE 9





Head upstairs in the first room of the pub and shoot the target to release a small barrel into the center of a wooden gear. Use two characters with swords to operate a couple of cranks at the same time so that the barrel drops into the lower wooden gear. Release the cranks and the barrel drops to the ground. Pick it up and carry it downstairs to the green pad on the bar and collect a Ship in a Bottle for your efforts.



The imposter flees into another room. Fight off the enemies sent to attack you, then break down the door to continue the fight. The other room contains more enemies. Defeat them and get in a second hit on the imposter.



The imposter jumps up to the beams in the rafters above. Find the barrel and roll it into the socket to open up an elevator that will take you up to the rafters.



Before you can go after the imposter, enemies start coming in from the windows. Jump up to grab onto the green bars, which will pull down shutters over all three windows and stop more enemies from arriving. Once you have defeated all of the enemies, jump across the beams to hit the imposter a third time.



The imposter starts rolling around the floor on a barrel. Stay out of the way or you'll be run over. Instead, jump on the bellows to get the fire roaring. Hot coals fall out of the fire and force the imposter to come down from the barrel. Move in and get a final hit in to discover that the imposter is Angelica in a disguise.

Freeplay

SHIP IN A BOTTLE 10



Use explosives to destroy the silver chain holding the barrel aloft in the rafters. Push it along the checkered path so it drops down to the ground and breaks, revealing a Ship in Bottle.

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On Stranger Tides

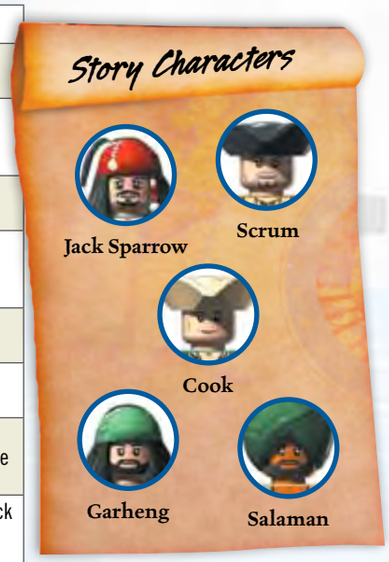
QUEEN ANNE'S REVENGE

Jack and Scrum have been taken to Blackbeard's ship, the Queen Anne's Revenge. Angelica, Blackbeard's daughter and first mate, informs Jack that they need him and his compass to help find the Fountain of Youth. To make sure Jack does not escape, they throw Jack and Scrum into the prison deck.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Story	Use a strong character to open a crate on the lower deck with an orange handle.
2	2	Free Play	Use Blackbeard's power to open a door with a mystical skull on the right side of the lower deck. Find a key using a compass and then use the key in a crank.
3	3	Free Play	Select a character with the song ability and sing next to a crystal structure in the secret area on the right side of the upper deck.
4	4	Free Play	On the left side of the upper deck, use Blackbeard to open a mystical skull on a door, then a strong character to pull on the two orange handles on the cannon.
5	1 to 4	Story	Hit skeletons to knock off their skulls, then stick the skulls into the four cannons on the deck to destroy them all.
6	6	Story	Search for the Ship in a Bottle using Jack's compass at the bow of the ship on the main deck.
7	7	Free Play	Pound on the glowing crank on the main deck with a hammer to repair it. Raise a rowboat with a crate onto the deck, then use Blackbeard to open the crate.
8	8	Free Play	At the rear of the ship, use singing to shatter crystals on a zipline. Send Jack up the zipline, then switch to a female character. High-jump up to a rope and zip across to the main mast.
9	9	Free Play	Select Blackbeard and walk into the room below the real Blackbeard. Use the compass to find a ruby, place it on a music box, then use Scrum to play his guitar.
10	10	Free Play	Use Blackbeard to pull on orange handle behind the real Blackbeard and enter a secret area. Release bricks from ceiling, assemble a crate, and push it along the checkered path. Use Blackbeard's power to open a mystical lock.



True Pirate Stud Requirement: 75,000

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Objective 1: Escape from the Prison Deck





Jack and Scrum are stuck down in the prison deck of the ship. To get out, they need to add some people with unique skills to their crew. Start off by using Jack's compass to find a crate of bombs. Pick up a bomb and throw it at the silver supports from which the nearby hammock is hanging.



As the hammock falls, so does the Cook. He needs an egg if you want him to join your crew. Use the compass to find an egg and bring it back to the Cook. He fries it up in a pan and leaves the cooked egg on the deck. Leave it for now, but you will need it later.



Now head to the right and use your sword on the crank by the checkered path. Cannonballs and bricks drop from an upper deck. Assemble the bricks to complete the checkered path, then push the crate of explosives along the path until it drops into a slot at the end.



You need a strong character for your crew, so pick up a bomb on the far right end of the deck and throw it at the silver hammock support to drop Garheng down onto the floor. To cheer him up and get him to join your crew, switch to Scrum and play the guitar. You now have two new crew members and still need one more.

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Take control of Garheng and move over to the cell to the left. Pull on the orange handle to open the cell. Salaman is inside and is very hungry. Go back to the left and get the cooked egg. Give it to Salaman and he joins your crew.



TIP

In the cell where you find Salaman, assemble the bones into a wheel and keep turning it until it breaks to get lots of studs.



Salaman carries a hammer with him. Take control of him and pound on the glowing bricks by the crate of explosives to repair a device that opens the crate.

Pick up a torch on the wall to the right and light the fuse to the explosives. After they blow up, assemble the bricks lying on the floor into a ladder, which you can use to get to the upper deck.



SHIP IN A BOTTLE 1

A crate with an orange handle is located in the back-right corner of the lower deck. Select Garheng, a strong character, and pull on the handle to open the crate and get a Ship in a Bottle.



Freeplay

SHIP IN A BOTTLE 2





At the far-right end of the lower deck, use Blackbeard's power to open a door with a mystical skull on it. Once inside, use explosives to blow up the silver items on the stairs to clear a path to the upper deck. Use Jack's compass to find the key, which is up the stairs next to a skeleton. Pick it up and carry it back down and insert it into a crank. Turn the key to open a hatch in the floor, where a Ship in a Bottle is waiting to be collected.

SHIP IN A BOTTLE 3

In this secret area on the upper deck, select a character with the song ability and sing next to the crystal structure in the corner to get another Ship in a Bottle.





Climb up the ladder to the upper deck and be ready to fight off zombie pirates. They keep coming until you close the three gun ports. Pick up a bomb from the crate on the right side of this deck and throw it at the silver counterweight in front of a gun port. As it explodes, the gun port closes. Repeat this tactic for the other two gun ports.

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After closing the gun ports and defeating the zombie pirates, hit a barrel on the left side near some cell bars. Once you see some explosives inside, pick up a torch from the right side of this area and light the fuse to blow an opening in the cell bars. Once you get through, be ready to fight more zombie pirates that drop down from the main deck.



Select Garheng and open the cell door by pulling on the orange handle. Now go back to the right and get a barrel. Roll it back to the cell and into the barrel switch and keep it spinning to close a gun port with a skeleton attached. Run back to the right to get a torch and use it to light the fuse in the skeleton's hand. This ignites all of the explosives in the nearby stairwell and provides a way to get up to the main deck.

Freeplay

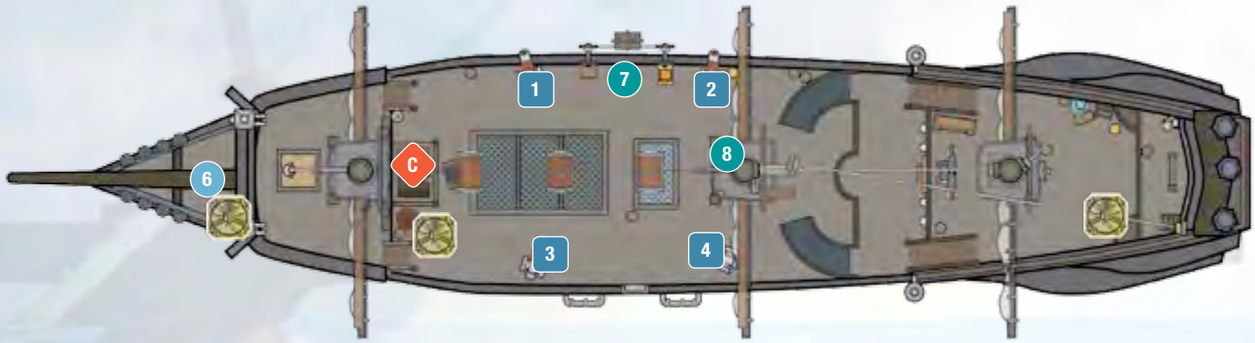
SHIP IN A BOTTLE 4

On the far left side of the upper deck, use Blackbeard's power to open a door with a mystical skull on it. Then switch to a strong character and pull on the orange handles on the two cannon. After they fire, get the Ship in a Bottle that appears in this area.





Objective 2: Rescue Philip Swift







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Once you have climbed up onto the main deck, it is just Jack and Scrum that must fight off the hoards of zombie pirates, and dodge cannonballs fired from four cannons on the main deck.



SHIP IN A BOTTLE 5



Those four cannons on the deck can cause lots of damage. Hit the skeletons near each cannon to knock their skulls onto the deck. Pick up a skull and insert it into a barrel of one of the cannons to destroy the cannon. Destroy the other three cannons in the same way and earn a Ship in a Bottle for your efforts.

SHIP IN A BOTTLE 6



Move to the front of the ship and drop down to the bow. Use Jack's compass to find a Ship in a Bottle here. One appears for you to add to your collection.

Freeplay

SHIP IN A BOTTLE 7



Select a character with a hammer and pound on the glowing bricks along the side of the main deck to repair a crank. Turn the key to raise a rowboat up, which dumps a crate on the deck. Use Blackbeard's power to open the crate and get the Ship in a Bottle.



Move to the left toward the front of the ship and pick up an explosive gun. Use it to destroy the two lanterns there. Assemble the bricks left behind into cogs attached to the foremast as well as two new bone lanterns. Now use Jack's sword in the nearby crank to open a hatch and release a geyser of water.



Switch to Scrum and jump into the geyser of water. At the top, jump across to a chain and climb up higher to leap across to a platform on the foremast. Now pick up a rifle and shoot at the target to the right.



Jump across three swinging platforms to get to the main mast. Time your jumps so you don't fall down to the deck below and have to use the geyser to get back up to attempt it again. When you get to the main mast, hit the small wheel to drop some bricks down to the main deck.



Switch to Jack and assemble the bricks on the deck into a zipline. Use it to get up to the top of the main mast. Use the sword crank on the platform to lower a rope. Now walk out onto a plank and jump up to grab onto the rope. Zip down to the rear of the ship and get past Blackbeard, who is standing below.



Pick up a key from a nearby skeleton and carry it down to the crank below. Turn the key to lower Philip Swift down to the deck and hit him with your sword to cut his bindings off, thereby freeing him and completing this level.

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TIP

Use the compass to find the rocket. Light it with a torch and when it explodes, it rains studs down on you.

Freeplay

SHIP IN A BOTTLE 8





At the rear of the ship, use a singing character to shatter the crystals over a zipline. Switch to Jack and zip up to the rear mast. Select a female character and high-jump up to a rope. Zip across to the main mast and get the Ship in a Bottle.

SHIP IN A BOTTLE 9



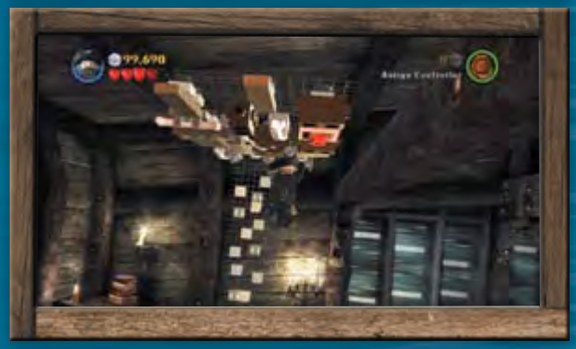


Down on the main deck, switch to Blackbeard and walk through the doorway on the right, below the other Blackbeard who is blocking access to this area. Once inside, use Jack's compass to find a ruby. Pick it up and place it on the music box to the right of the curtain. Now switch to Scrum and play his guitar to open the curtains and reveal a Ship in a Bottle.

Freeplay

SHIP IN A BOTTLE 10







As Blackbeard, pull the orange handle behind the real Blackbeard and enter another secret room. Climb up a net to release bricks from the ceiling and assemble them into a crate. Push the crate along the checkered path to reveal a mystical lock. Use Blackbeard's power to open the lock and get the Ship in a Bottle inside. Also, use Jack's compass to find a gold skull mask in this area.

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On Stranger Tides

WHITE CAP BAY

The Queen Anne's Revenge has arrived at White Cap Bay to capture a mermaid. There is a lot of work to do.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	Use explosives to blow up silver bricks in front of a cave.
2	2	Free Play	Move through the cave and use a torch to repel tentacles in a barrel before destroying the barrel.
3	3	Free Play	Find a Ship in a Bottle using Jack's compass. Dig up a crystal sand castle and use a singing character to shatter it.
4	4	Free Play	Use a hammer to repair a crane and lift up a giant clam.
5	5	Free Play	Select a character who can walk underwater, then drop into the sea. Assemble pieces of a giant starfish and then break open a chest.
6	6	Free Play	Use a pet chute to get to a high ledge.
7	7	Free Play	Use singing to shatter crystal boulders.
8	8	Free Play	Use a female character to high-jump from the top floor of the lighthouse up to the beams overhead.
9	9	Story	Move around to the back side of the walkway on the outside of the lighthouse.
10	10	Free Play	Use Blackbeard to open a red-and-black door on the outside of the lighthouse. Assemble some pieces inside and then use two sword cranks.

True Pirate Stud Requirement: 70,000



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Objective 1: Get into the Lighthouse







At the start, hit the rowboat and break it into pieces. Then assemble the bricks into a container with a skull on it. Push the container along the checkered path and into the sea to fill in a gap on the docks.



Use Jack's compass for a bit of searching. You can quickly find the trident, a shovel, and a crate. Use the shovel to dig up the crate. A sand castle comes out of the ground, so hit it to get the crate.

Freeplay

SHIP IN A BOTTLE 1

Use explosives to blow up the silver bricks near the rowboat. This opens up a cave where you can get a Ship in a Bottle.



SHIP IN A BOTTLE 2

Enter the cave; it will take you to the far side of the beach. Pick up a torch and then carry it over to the barrel with the tentacles hanging out. After the tentacles pull back into the barrel, smash the barrel and get a Ship in a Bottle.



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Freeplay

SHIP IN A BOTTLE 3



Use Jack's compass at this far beach to find a Ship in a Bottle. Follow the compass trail, then use a shovel to dig up a crystal sand castle. Select a character with the song ability and sing to shatter the castle to get another Ship in a Bottle.

SHIP IN A BOTTLE 4



After getting the previous Ship in a Bottle, drop down onto a ledge by the sea and use a character with a hammer to pound on some glowing bricks. When the crane is repaired, it lifts a giant clam from the sea, which opens to reveal a Ship in a Bottle.

SHIP IN A BOTTLE 5



Switch to a character who can walk underwater and drop down into the sea. Look for a giant starfish. Assemble some pieces onto the starfish and then hit the chest that drops down to get a Ship in a Bottle.

SHIP IN A BOTTLE 6



Head back to the place where you started the level. Select a small character and go through the pet chute to the left of the cave to get up to a higher ledge. Walk to the right to find a Ship in a Bottle.

Freeplay

SHIP IN A BOTTLE 7



Select a character with the song ability and move toward the camera along the far-left side of the beach. Sing to shatter some crystal boulders so you can get the Ship in the Bottle inside.



Carry the crate out onto the dock. Use a character with a sword to operate the crank and hold a portion of the dock up above the water. Switch to another character and carry the crate across. Continue along the planks to the green pad and set the crate down. Use the pieces from this crate to assemble a ladder.

Select Angelica and walk to the right near a zipline surrounded by crystal. High-jump up to a green bar and then jump over to the higher ledge.





Move to the left to turn a key on a crank and raise up the ladder so the rest of your crew can get up to the ledge at the base of the lighthouse.

Now climb up the stairs to the door of the lighthouse. Select Garheng and pull on the orange handle to open the doors so you can enter the lighthouse.

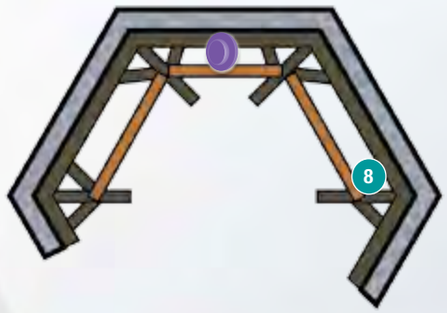


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Objective 2: Activate the Light







Select Salaman and pound on the glowing bricks with his hammer to repair the pump that provides fuel to the lamps. Push the green lever to send fuel to the lamp on the left side.





Turn the wheel to open the valve to the middle pipe and then push the lever in a clockwise direction so fuel pumps up to the middle lamp. Finally, turn the wheel twice to open the valve to the pipe on the right. Push the lever clockwise again and send fuel up to the lamp on the right.



Once inside the lighthouse, walk up the stairs and use a torch to light the lamp on the left side. It shines a beam of light. Unfortunately, something on the lower level breaks.

Now move upstairs and light all three lamps. The beams hit a reflector and all converge on a lens that focuses the light into a single beam.



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Freeplay

SHIP IN A BOTTLE 8

Select a female character and high-jump up to a green bar. Jump again to the beams at the top of the lighthouse. Walk along them to get the Ship in a Bottle.





Move over to the lens and look through it as though it were a spyglass. Locate a Mermaid in the water and track her movements as she comes up to Philip and listens to his singing. However, other Mermaids are not happy about you being in their bay.

Objective 3: Blow up the Lighthouse



Exit the lighthouse and head down the stairs. Drop down from the ledge where a Mermaid has shattered the crystal around a zipline with her scream. However, her sound has Jack in a trance. Switch to Angelica, who like all females is not affected by the sound, and attack the Mermaid.



Select Jack and head back to the zipline. Use it to get up to the walkway around the outside of the light house.



Use Jack's compass to find a crate of explosives. Another Mermaid frees the crate from the crystals with her voice. Again, use Angelica to attack the Mermaid and get Jack out of the trance.

SHIP IN A BOTTLE 9



Walk around the outer walkway of the lighthouse. Find a Ship in a Bottle behind the lighthouse.

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Turn the wheel on the side of the lighthouse to bring the explosives on the cable up to the walkway. Pick up the crate and carry it to the green pad.



Get down from the lighthouse and use Jack's compass to find the second crate of explosives. It is out on the raft. Head across the docks to the rowboat and climb aboard. A sailor rows you out to the raft. Pick up the crate and carry it onto the rowboat.



Ride the rowboat until it stops. Then walk along a series of planks to get the crate to the green pad at the bottom of the cable. Use the zipline to get back up to the top of the lighthouse and turn the wheel to bring up the second crate.

Freeplay

SHIP IN A BOTTLE 10



Up at the top of the lighthouse, use Blackbeard to open the red-and-black door. Assemble some pieces to the left of the doorway so that the pump does not need a person with a sword to keep it running. Then use your two characters to activate the two sword cranks that remain. Hold down the cranks while the fuel flows into the tank in the center. When it is full, it bursts and a Ship in a Bottle appears.





Carry the crate over to the green pad and then assemble the explosives so they are on the wall of the lighthouse. Pick up a torch and light the fuse. The explosion sends you back to the ship and you've captured a Mermaid as well.

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On Stranger Tides

A SPANISH LEGACY

Jack Sparrow, Blackbeard, and his crew have arrived in Florida and begun their search for the Fountain of Youth. First they need the goblets for catching the Mermaid tears. Jack has been "volunteered" to go get the gold cups and, as he begins his search in an old shipwreck high on a waterfall, an old acquaintance joins up with him—Hector Barbossa.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1	Free Play	Blow up the silver hatch on the lower deck with explosives to get to a secret deck. Then walk across some narrow beams.
2	2	Story	Hit the skeleton in the bed several times.
3	3	Story	Play the harpsichord after moving it.
4	4	Free Play	Send a *Flying Dutchman* crewman through the coral on the riverbank to a tiny island.
5	5	Free Play	Use a female character to high-jump and pull down a beam. Follow a path to a rope and zip across to the outer camp.
6	6	Free Play	In the outer camp, use Blackbeard's power to open a stall with a mystic skull on the outside.
7	7	Free Play	Use a strong character to pull an orange handle by the cannon platform. Cross to an island and climb the tree.
8	8	Free Play	Destroy all of the red flowers on the small island before any grow back. Try using explosives.
9	9	Free Play	Use explosives to destroy silver palm leaves, then jump across the rocks to get to a path leading to the Ship in a Bottle.
10	10	Story	Use Jack's compass to find a Ship in a Bottle, then dig it out with a shovel.

True Pirate Stud Requirement: 78,000

Story Characters


Jack Sparrow


Privateer Barbossa

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Objective 1: Search the Shipwreck



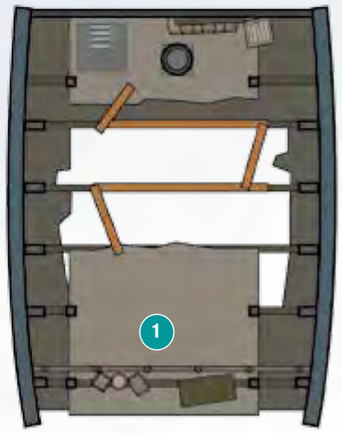
Jack and Barbossa must work together to search the shipwreck. Start off by pushing the closest crate and chests along the checkered path to the right.





Now use the sword crank on the left side of the area to drop another crate onto a second checkered path. Push it to the right as well.







As the ship leans to the right due to the movement of the crates, a bookshelf on the left side falls over and breaks into pieces. Assemble these into a ladder so you can climb up to the upper deck.

Freeplay

SHIP IN A BOTTLE 1





A silver hatch is in the back-left corner on the lower deck. Blow it up with explosives and then climb down the ladder into a secret deck. Walk across a series of beams to get to the other side, where you pick up a Ship in a Bottle.

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Climb up the ladder to the upper deck. Move to the back of the room and climb up a net. Then go hand over hand along the ceiling to release some tiles. Drop down and assemble the tiles into a checkered path. Move over to the right side and hit some crates and chests to find more tiles. Use them to complete the other checkered path.



Now use Jack's compass to find a harp. The path leads you to a gold chest. Break it open and then assemble the pieces into a harp. Push the harp along the checkered path to the end.



Check the compass again for directions to a barrel. Roll it into the barrel switch and spin it to lower a harpsichord onto the checkered path on the right. Push the harpsichord along the checkered path. A chest pops out from under the bed.

SHIP IN A BOTTLE 2



Hit the skeleton in the bed several times and it eventually gives up a Ship in a Bottle.

SHIP IN A BOTTLE 3



Once the harpsichord is at the end of the checkered path, move around to the keys and play the instrument to get another Ship in a Bottle.



Break open the chest and then carry it to the green pad to reveal a spyglass. As you look through the spyglass, move to the lower left to find some Spaniards. Follow the leader on the horse until he gets to his camp. Now that you know where the camp is, it is time to pay it a visit.

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Objective 2: Get to the Spaniards' Main Camp





You must cross a river to get to the camp. Walk across some planks, then jump across to some floating debris. Jump again to another beam. Jump across to the final beams by using more floating debris and get back onto dry land.

Freeplay

SHIP IN A BOTTLE 4





When you first arrive on the riverbank, use Jack's compass to find a coral access point. Switch to a *Flying Dutchman* crew member and go through the coral to get to a tiny island where a Ship in a Bottle is waiting for you. Pick it up and then go back through the coral.

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Freeplay
SHIP IN A BOTTLE 5

Move to the right at the start and use a female character to high-jump up to pull down a plank. Cross the plank and then climb up a rock wall. Follow the path to a rope stretched across the river. Jump up, grab onto the rope, and zip across to the left. Along the way you pick up a Ship in a Bottle and end up in the outer camp.





After crossing the river, follow the trail up to a wall with a closed gate. There is a soldier at the top. Select Barbossa and throw a poisonous frog at the soldier to knock him out. This opens the gate so you can enter the outer camp.





Use Jack's compass to find a turkey and then some plates in the market stalls. Pick up the turkey and carry it to the green pad over the fire. Assemble the plates into some place settings on the table. Then hit a cabinet near the table to break it into pieces. Reassemble them into chairs for the table.

Walk over to the fire and turn the key to cook the turkey. Once it is done, carry it over to the green platter and set it down. Now move to the right and jump up onto the rope to ring the dinner bell. The soldiers open a gate and come to eat, allowing you to slip past them and through the gate.



Freeplay
SHIP IN A BOTTLE 6

While in the outer camp, use Blackbeard's power to remove a mystic skull from a curtain. Once the stall is open, move in to get a Ship in a Bottle.





Move through a path of jungle until you get to a cannon platform. Hit the sleeping guards and then use one of your characters to activate the sword crank to rotate the cannon toward the gate. Now use the other character to hit the lamp and get a torch to fire the cannon. Fire at the gray hinges first, then when they are destroyed, fire at the brown crossbar to blow the gate open. Be ready to fight the soldiers who pour out through the gate to attack you.

Freeplay
SHIP IN A BOTTLE 7

Use a strong character to pull on the orange handle to the left of the cannon platform. This releases some beams. Walk across the beams to another island. Climb up the tree to get a Ship in a Bottle as well as a purple stud!



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Freeplay

SHIP IN A BOTTLE 8



On the same island, several red flowers are growing. To get another Ship in a Bottle, you need to destroy them all before any start growing back. This is difficult with a sword, so select a character with explosives and aim at the flowers in the center. The blast blows up all of the flowers at once so you can get your prize.

Freeplay

SHIP IN A BOTTLE 9



Move to the right of the bridge until you see three rocks with silver palm leaves on them. Use explosives to destroy the leaves so you can jump across to the other side. Climb up a rock wall and then follow a path to a circle of mushrooms with a Ship in a Bottle in the middle. Use a nearby rope to zip back across the river to the outer camp.



Move through the gate and use the compass to find a crate. Get a nearby shovel and dig it out of the ground so you can carry it over to one of the three green pads. Bust up a couple of wooden structures in this area to get two more crates. Carry them both to the green pads and then assemble the pieces into a bridge by which you can access the main camp.

Objective 3: Escape with the Gold Cup



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Walk across the bridge to get to the main Spanish camp. Here you must get the gold cup and then make your escape.



The Spaniard drops down to attack as well. Get in a hit and he retreats to his upper tent and starts throwing bombs at you. Stay near the silver objects so the Spanish officer throws bombs at them and blows them up.

SHIP IN A BOTTLE 10



Use Jack's compass to find a Ship in a Bottle. It is buried, so dig it up with a shovel and add it to your collection.



In between dodging bombs and fighting soldiers, assemble the pieces from the destroyed silver objects. Carry the crank to the green pad and turn the key to create a catapult out of a palm tree.



Now use the compass to find the gold cup. Pick it up and then get ready to fight. The Spaniard orders his soldiers to attack you.



Now pick up the two chairs and set them on the green pad on the palm tree. Once both are in position, climb up onto the seats. The tree then launches Jack and Barbossa safely out of the Spanish camp.

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On Stranger Tides

THE FOUNTAIN OF YOUTH

Now that Blackbeard's group has the gold cups, they must find the Fountain of Youth.



Ships in a Bottle

No.	Icon(s)	Mode	Notes
1	1 to 5	Free Play	Destroy all five of the silver water tanks throughout the level.
2	2	Free Play	Shoot the target, pick up the toy T-Rex, and carry it to a child near the start.
3	1 to 5	Free Play	Shoot five brown plants from a distance to destroy them.
4	1 to 3	Free Play	Scare away three groups of bats by shooting at them or throwing an object at them.
5	5	Free Play	Repair a bellows to blow a giant spider off a web. Ride on the spider and defeat other spiders.
6	1 to 6	Free Play	Use singing to break a crystal barrier and enter a secret chamber. Hit six statues in the secret chamber.
7	1 to 3	Free Play	Seal three geysers in the secret chamber so they are all sealed at the same time.
8	8	Free Play	Use a strong character to pull on an orange handle to open a crate.
9	9	Free Play	Use Blackbeard's power to open a chest with a mystic skull on it.
10	10	Free Play	Use a strong character to pull on an orange handle behind the fountain to enter a secret area. Use a singing character to shatter an aquarium, then assemble the pieces and turn a wheel by a small pond to start a minigame. Use a toy ship to sink waves of enemy toy ships.

True Pirate Stud Requirement: 75,000

Story Characters



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Objective 1: Find the Cave



Jack and Angelica must find the entrance to the cave. Right at the start, slash your way through the jungle to get to a clearing.

Take control of Angelica and high-jump up to a green bar. Jump up to a ledge and hit a skeleton to get a shovel.





Now use Jack's compass to look for a spyglass. Dig up a chest with the shovel, smash it, then assemble the pieces into a spyglass. Carry it over to the green mount and set it down. Look through the spyglass and follow a flow of water along the outline of the cave. Once you have completed this, a barrier in front of the cave moves away, allowing you to enter.

Freeplay

SHIP IN A BOTTLE 1



There are two silver tanks in this first area. Use explosives to destroy them. Three more are scattered about the level. Destroy all five to get a Ship in a Bottle.

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Freeplay

SHIP IN A BOTTLE 2



Shoot at a target located near the cave to scare a parrot so that it drops a toy T-Rex. Shoot at a target located near the cave to scare a parrot so that it drops a toy T-Rex. Pick up the toy and carry it to a boy near the start of this area. A Ship in a Bottle comes sailing down the stream for you.

SHIP IN A BOTTLE 3



Five small brown plants grow in this first area. They disappear if you walk too close to them. Shoot them from a distance to destroy them. Once you have destroyed all five, a Ship in a Bottle appears.

Objective 2: Get to the Fountain



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Freeplay

SHIP IN A BOTTLE 4



There are groups of bats inside the cave. The first is near the entrance. Shoot at the bats or throw an item at them to scare them away. Shoot at all three groups to get a Ship in a Bottle.



After entering the cave, use Jack's compass to find a lantern. Select the third lantern on the compass display and follow the directions to a giant spider web. Hit it several times to knock loose some bricks and then assemble them into a lantern. Move a bit farther into the cave to find a barrel. Roll it back to the barrel switch by the lantern and spin it to raise the lantern up near some ice crystals to melt them.



Now use Jack's compass to find another lantern—this time the first on the compass wheel. Follow the compass trail farther into the cave to get to this lantern. Select Angelica and high-jump up to grab onto a chain. Hang onto the chain and hoist the lantern up so it melts some more ice.

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Freeplay

SHIP IN A BOTTLE 5





Move past the second lantern all the way to the end of the cave to find the glowing bellows. Select a character with a hammer and repair the bellows. Then jump on the bellows to blow parts of a giant spider down from a web. Assemble the pieces and then hop onto the spider. Ride it around and defeat all of the other spiders that come out of the small spider chambers. Once they are defeated, you get a Ship in a Bottle.

SHIP IN A BOTTLE 6



Select a character with the song ability and sing near the crystals between the two small spider webs to shatter the crystals. Now enter a secret chamber. There are six statues in this chamber. Hit a statue to make a hat appear on the head of the statue. After all six statues have hats, you can add another Ship in a Bottle to your collection.



Freeplay

SHIP IN A BOTTLE 7



In the secret chamber, there are also three geysers—each with a purple stud above it. To get a Ship in a Bottle, you must have all three geysers sealed at the same time. The key is the order in which you seal the geysers because each one has a different amount of time it will stay sealed. Start at the bottom left and push the boulder along the checkered path to seal this geyser. Quickly move to the next geyser in the top left, followed by the geyser on the right side. Even if you get them sealed in the correct order, you have to move quickly to earn this reward.

Move into the back area of the cave and use the compass to find the last lantern. It is buried in the ground. If you need a shovel, hit the nearby barrel of tools to get one. Assemble the pieces you dig up and then carry a wheel over to a pulley. Turn the wheel to hoist up the lantern and melt some ice.



TIP

Use the zipline in this area to lift Jack up to get several studs to add to your total.



Now that all of the lanterns are in place, move out into the middle of the pool of water. It lifts you up to the Fountain of Youth.

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Freeplay

SHIP IN A BOTTLE 8



A crate with an orange handle is positioned behind the pool of water. Use a strong character to open the crate and get a Ship in a Bottle.

Objective 3: Get to the Island



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As you arrive at the fountain, Blackbeard's pirates are fighting against the Spanish soldiers. Jack is now teamed up with Barbossa. You must find a way to get to the center island where Blackbeard and Angelica are.

Head to the left and use Jack's compass to search for a statue. It is buried near the checkered path. Dig up the pieces with a shovel and then assemble the statue.



TIP

If you need a shovel, throw Barbossa's poison frog at the target to the left. A shovel appears below the target.



Push the statue along the checkered path to seal off one of the geysers and build up pressure on a nearby large pillar.



Now head to the right side of the area and search for a crate of bombs. Throw a bomb at the silver boulders to reveal some bricks. Assemble them into a ladder.



Climb up the ladder and attack the two soldiers with rifles. You have found the second statue. However, don't carry it just yet. You need to create a path to the other side of the area first.



Head to the rear of the area and push a couple of crates along a checkered path. Push the crate on the right straight back into a hole in the rock, and then push the left crate to the left. As it falls apart in the water, it creates a series of beams that you can walk across.

Go back and pick up the statue. Carry it across the beams. Take your time and be careful. If you fall in the water, the statue returns to its initial location and you have to start over again.



Place the statue down on the green pad and then push it along the checkered path to seal off a second geyser.



The pressure builds up beneath a large pillar and it finally topples over, providing a way to get to the island in the center. Walk across on the pillar to finish this battle.



Freeplay

SHIP IN A BOTTLE 9

A red-and-black chest with a mystical skull lies in the sand on the right side of the area. Use Blackbeard's power to open the chest and get the Ship in a Bottle hidden inside.



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Freeplay

SHIP IN A BOTTLE 10



A secret area is located at the far end of this area. Select a strong character and pull on an orange handle to clear out boulders and debris blocking the way. Once inside, switch to a character with the song ability and sing to shatter the aquarium. Assemble the pieces from the aquarium to create two wheels. Spin one of the wheels to begin a minigame in which you control a toy ship. As you move around the pond, fire cannons to sink the red enemy ships. Once all waves of enemy ships have been sunk, you win a Ship in a Bottle.

Objective 4: Defeat Blackbeard



Once you are on the island, you must battle against Blackbeard. Angelica is unconscious. The only way to hurt Blackbeard is to help Angelica. At the start, sword fight against Blackbeard until you can stun him.



Syrena will appear with a golden cup. However, Blackbeard knocks it out of her hands. Pick up the cup on the right side of the island and give it to Syrena. She then joins your crew.





When Blackbeard goes to the top of the island, stay back and dodge his attacks. You can't get to him when he is using his powers. Wait until he comes down to attack with his sword. Fight back and stun him again. Then switch to Syrena and rush to Angelica to help her. This transfers one of Blackbeard's health hearts to Angelica.

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Blackbeard returns to the top of the island and uses his powers to throw crates at you. Dodge them and wait until some bombs drop out of some of the crates to lie at the bottom of the steps. Pick one bomb up and throw it at Blackbeard to get him to come down for a sword fight so that you can stun him again. Move Syrena up to help Angelica once again.



Dodge more of Blackbeard's powerful attacks. This time he tries to hit you with gigantic mystical hands. The key is to jump away from the hand. So as the hand on the left comes at you, jump to the right and vice versa for the other hand. More bombs appear, so pick one up and throw it at Blackbeard. Stun him in a sword fight and then get Syrena up to Angelica again to give her more of the liquid in the cup. Now Blackbeard has only one heart remaining.



Go one more round with Blackbeard. Dodge, dodge, and dodge some more until you can get your hands on another bomb. Fight with swords and stun Blackbeard for a final time.



Send Syrena to completely heal Angelica. Blackbeard's final heart is gone and the battle is over.

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The Hub Areas



The Hub areas are where you go between levels and when you load a saved game. When you begin a new game, complete the first level—The Curse of the Black Pearl: Port Royal—to get access to the Hub areas. At the port area, you can select the next level you want to play. The Hub areas have many secrets—read on to learn how to find them all!

Red Hats

Icon(s)	Name	Location	Price	How to get
1	Breathe Underwater	Port	250,000	Select a character who can walk underwater and has explosives. Drop down into the sea, and blow up the three silver locks on the flags.
2	Extra Hearts	Port	500,000	Use the compass to find the shovel and a crate of bombs. Blow up the silver boulders underwater and raise the walkway with the crank. Use a female character to spin around the two green bars.
3	Treasure Magnet	Beach	225,000	Need 14 Gold Bricks; build a sand castle on the left side of the beach, then destroy it.
4	Treasure x2	Beach	500,000	Quickly jump on five wooden posts located on the beach.
5	Ship in a Bottle Finder	Beach	400,000	Ride on a large crab on the beach.
6	Regenerate Hearts	Beach	275,000	Need 24 Gold Bricks; build a sand castle on the right side of the beach, then destroy it.
7	Red Hat Finder	Tower	300,000	Use the compass to find the location, then cut down all the red flowers.
8	Disguises	Tower	25,000	Light the fuse of the explosives in a barrel to the right of the tower.
9	Fast Build	Tower	125,000	Need 32 Gold Bricks; assemble a crate by the tower, then destroy it and reassemble the pieces into an elevator. Turn the nearby wheel and ride the elevator.
10	Treasure x10	Tower	2,500,000	Use the spyglass at the top of the tower.
11	Fast Forge	Tower	75,000	Repair the broken water pump at the end of the dock.

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Icon(s)	Name	Location	Price	How to get
12	Always Double Treasure	Tavern	600,000	Use a cannon to destroy targets.
13	Fall Rescue	Tavern	175,000	Shoot the three targets on the tavern.
14	Extra Toggle	Tavern	100,000	Blow up the silver skull lock on the upper balcony of the tavern.
15	Character Treasure	Tavern	150,000	Blow up the three silver kegs in the tavern.
16	Treasure x4	Tavern	1,000,000	Use Blackbeard's power to get through the mystic red-and-black gate. Then select a character with the song ability to shatter the aquarium.
17	Treasure x6	Tavern	1,500,000	Hit the gray containers around the well several times.
18	Fast Dig	Hut	50,000	Need 24 Gold Bricks; assemble a winch and use a barrel to raise the bridge to the hut.
19	Treasure x8	Hut	2,000,000	Smash a small cage inside Tia Dalma's hut.
20	Invincibility	Hut	1,000,000	Use Blackbeard's power to open a chest with a mystic skull on it inside Tia Dalma's hut.

RED HATS

There are no Ships in a Bottle in the Hub area; however, there are twenty hidden secrets called Red Hats. Find them and spend your hard-earned studs to purchase these Red Hats. Each Red Hat provides special abilities, which you can activate from "Extras" on the main menu. Some of the Red Hats can be tough to find. Keep reading the following sections to learn how to obtain all twenty Red Hats.

TIP

Save up your studs and purchase the Treasure x2 Red Hat (500,000 studs) first. Once purchased and activated, this Red Hat doubles the value of every stud you collect. This makes earning True Pirate for each level a lot easier. You can find this Red Hat on the beach by jumping on a series of five posts, so get it as soon as you have enough studs.

Unlocking the Hub Areas

When you first arrive in the Hub area, you are limited to the port and beach area. There are golden gates to the right and left sides of the docks. To get through these gold gates, you need to have earned a certain number of Gold Bricks. Some of the Red Hats also require you to have a certain number of Gold Bricks as well.

Hub Unlocks

Gold Bricks	Area Unlocked
1 (complete Port Royal)	Port and Beach
8	Tower
12	Tavern
24	Tia Dalma's Hut
84	The Ride

GOLD BRICKS

There are 85 Gold Bricks to obtain in LEGO Pirates of the Caribbean. You earn one Gold Brick each time you accomplish one of the following tasks:

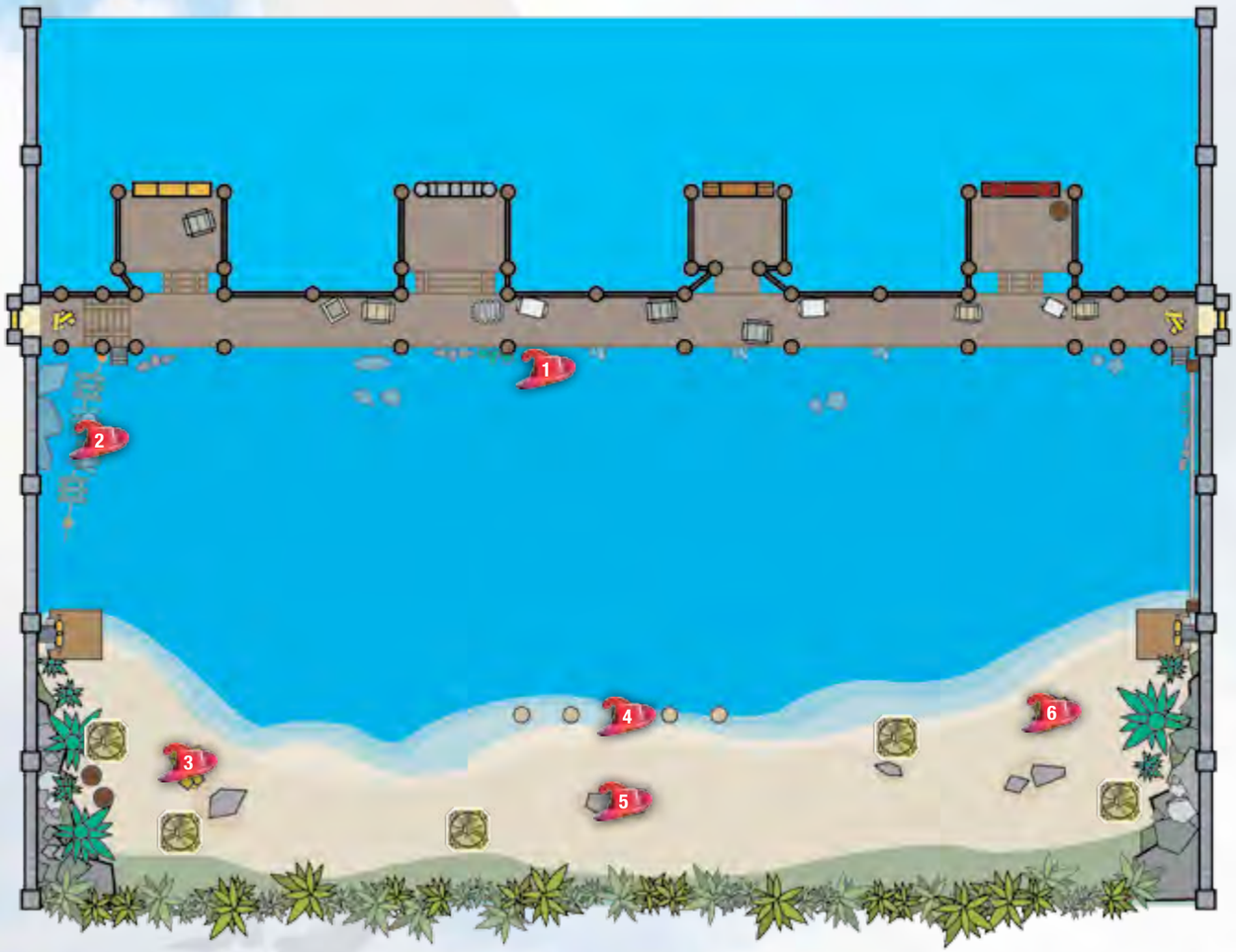
- Complete a level in Story mode.
- Earn True Pirate by collecting the stud requirement for a
- level during either Story or Free Play mode.
- Collect all ten Ships in a Bottle within a level (you can only
- do this during Free Play mode).
- Find all eight compass items within a level during either Story or Free Play mode.
- Collect all fifty Ships in a Bottle for a movie in Story mode. (Collect the Gold Bricks in the Tower and Dock area)
- Complete the secret level in the Hub area, called The Ride.

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The Port and Beach





The port is the first area of the Hub you can explore. Along the docks are four large maps—one for each movie. Walk up to a map to select a level to play. Once you have completed the first level, The Curse of the *Black Pearl*: Port Royal, you unlock the first level for each of the other three movies as well. Each time you complete a level in Story mode, you then unlock that same level for Free Play mode as well as the next level for that movie.

TIP

As you complete levels in Story mode, you unlock additional characters. While those you control in the Story mode levels become part of your collection, the other unlocked characters must be purchased. Find them in the Hub area and walk up to them for a chance to spend studs.

RED HAT 1: BREATHE UNDERWATER

Cost: 250,000

Effect: Allows all characters to stay underwater without having to come up for air.



To get this Red Hat, you need to select a character that can walk underwater and also has explosives, such as Jacoby. Walk off the end of the dock and drop down to the bottom of the sea. Then blow up the silver locks on the three flags and the Red Hat will appear.

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RED HAT 2: EXTRA HEARTS

Cost: 500,000

Effect: Gives you two extra health hearts.





This Red Hat is a bit tougher to get. First off, use Jack's compass to find a shovel on the left side of the beach. Now use the compass to find a crate of bombs on the right side of the beach. Pick up a bomb and carry it to the left side of the beach and throw it into the water toward the sunken walkway. It takes two bombs to blow up both of the silver boulders holding down the walkway.



Now turn the key on the crank along the left side of the beach to raise the walkway up to the surface of the water. Swim out to the walkway and climb up onto it. Switch to a female character and jump up to grab onto a green bar. Swing around it and jump to the second green bar to make a Red Hat appear. Drop down onto the walkway to get it.



RED HAT 3: TREASURE MAGNET

Cost: 225,000

Effect: Draws in nearby studs for easier collecting.



You must have at least 16 Gold Bricks to get this Red Hat. Build a sand castle out of bricks on the left side of the beach.

Once it is built, break down the castle to reveal the Red Hat.



RED HAT 4: TREASURE x2

Cost: 500,000

Effect: Multiplies the value of the studs you collect.

Move to the center of the beach to find five posts. Jump on one of the end posts and then quickly jump across to the other four posts, one at a time. The posts start to rise up out of the sand after a short time. If you do this fast enough so that all posts are in the ground at the same time, the Red Hat appears.



RED HAT 5: SHIP IN A BOTTLE FINDER

Cost: 400,000

Effect: Helps you track down Ships in a Bottle in the levels.

Get to the beach and walk around near the center until you see a large crab. Follow it around until it stops, then climb on its back. Ride it around a bit. A Red Hat appears, floating over a rock near the five posts.



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TIP

If you are having trouble finding all ten Ships in a Bottle in the levels during Free Play, this is a good Red Hat to purchase since it helps you earn more Gold Bricks.

RED HAT 6: REGENERATE HEARTS

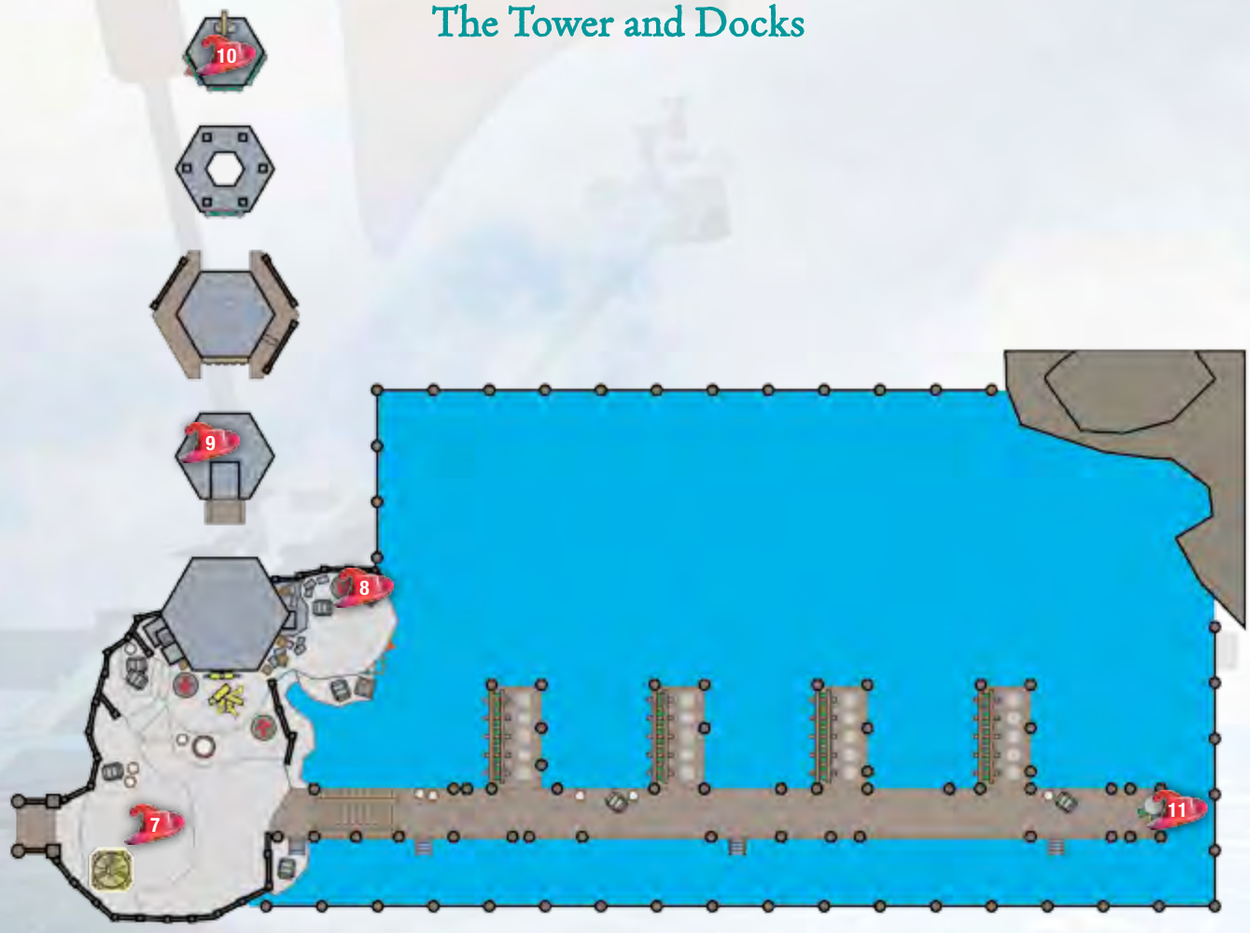
Cost: 275,000

Effect: Your health hearts are restored on their own over time.

To get this Red Hat, you need to have 24 Gold Bricks. Build a sand castle on the right side of the beach, then break it down to get the Red Hat.



The Tower and Docks



This second area in the Hub is located to the right of the port. Move along the pier to the far right until you come to a golden gate. You must have eight Gold Bricks to open this gate. Once you have enough Gold Bricks, assemble the bricks by the gate into a mini cannon and blow the gate open.



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The Tower and Docks area has five Red Hats hidden around it. In addition, the docks are where you can find the Ships in the Bottle you have collected when you find all ten in a level.



RED HAT 7: RED HAT FINDER

Cost: 300,000

Effect: Helps you track down Red Hats in the Hub areas.





You need to use Jack's compass to find this Red Hat. Select the Red Hat from the compass menu and then follow the compass to the destination. When you arrive, five plants with red flowers pop up. Quickly cut them all down and you'll see the Red Hat appear.

RED HAT 8: DISGUISES

Cost: 25,000

Effect: All characters don fake glasses and moustaches.





Pick up a torch and carry it around to the right side of the tower. Locate the barrel of explosives on the ledge overlooking the sea and light the fuse. When it blows up, a Red Hat appears.

RED HAT 9: FAST BUILD

Cost: 125,000

Effect: Your characters assemble bricks at a much faster pace.





You need 32 Gold Bricks to get this Red Hat. Once you have enough, assemble the bricks at the base of the tower into a crate. Now destroy the crate and reassemble the bricks into an elevator. Turn the nearby wheel to activate a crane that lifts the elevator up to a door in the tower where you find the Red Hat.

RED HAT 10: TREASURE x10

Cost: 2,500,000

Effect: Multiplies the value of the studs you collect.





After finding the previous Red Hat (Fast Build), climb up the wall of the tower to the walkway, then climb the chain to get to the top of the tower. Once there, look through the spyglass and follow a marooned sailor as he digs up three chests. Keep him in your sights to get a Red Hat.

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RED HAT 11: FAST FORGE

Cost: 75,000

Effect: Your characters repair glowing devices at a much faster pace.

You need a character with a hammer to get this Red Hat. Select this character and move to the end of the dock to repair the glowing pump. Once it is fixed, it pumps air down a hose and raises a Red Hat to the surface.





The Tavern and Tia Dalma's Hut



You need 12 Gold Bricks to get into this area of the hub. Once you have enough, move to the gold gate on the left side of the port and assemble the bricks into a mini cannon and blow open the gate.



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This area has two parts. The tavern has several rooms that you can enter to find Red Hats and other special features. To get to Tia Dalma's Hut, which also has Red Hats and a tool for creating custom characters, you need additional Gold Bricks.

RED HAT 12: ALWAYS DOUBLE TREASURE

Cost: 600,000

Effect: Doubles the amount of treasure in a level.



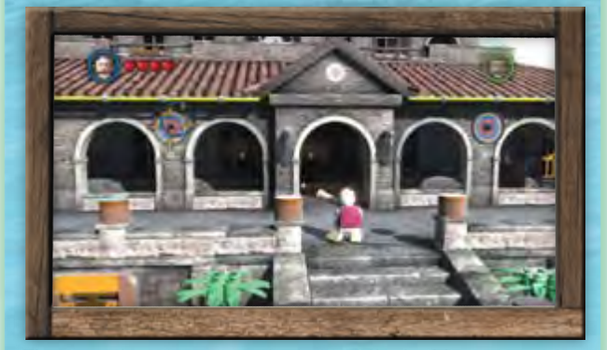


Pick up a torch and walk over to the two cannons near the entrance to this area. Light one of the cannons and use it to destroy three targets that rise up from the sea. Once all three are in splinters, a Red Hat appears.

RED HAT 13: FALL RESCUE

Cost: 175,000

Effect: When you fall off a ledge or other place where you would normally be destroyed, a gust of wind blows you back up to safety.



There are three targets on the front of the building nearest to the cannons. Shoot all three to get a Red Hat to appear. If you don't have a character that can shoot, use Jack's compass to find a pistol nearby and use it to shoot.

RED HAT 14: EXTRA TOGGLE

Cost: 100,000

Effect: Allows you to toggle unique characters within levels during Free Play mode.



Climb up the exterior stairs of the tavern and jump over to the balcony on the right. Use explosives to blow up the silver skull lock and get the Red Hat.

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EXTRA CHARACTERS

When the Extra Toggle Red Hat is purchased and activated, hold down the change character button to cycle through some extra characters. This takes place only during Free Play. The following is a list of the levels and the extra characters available within.

Level	Characters					
The Curse of the *Black Pearl*: Port Royal	LEGO Pirate 1	Red Coat	Red Coat with Rifle			
The Curse of the *Black Pearl*: Tortuga	LEGO Pirate 1	LEGO Pirate 2	LEGO Pirate 3	LEGO Pirate 4	Giselle	Scarlett
	Tortuga Male 1	Tortuga Male 2	Tortuga Female 1	Tortuga Female 2		
The Curse of the *Black Pearl*: The *Black Pearl* Attacks	LEGO Pirate 1	LEGO Pirate 2	LEGO Pirate 3	LEGO Pirate 4		
The Curse of the *Black Pearl*: Smuggler's Den	Red Coat	Red Coat with Rifle	Red Coat Officer			
The Curse of the *Black Pearl*: Isla de Muerta	Pintel Dress	Ragetti Dress				
Dead Man's Chest: Pelegosto	EIC Officer	EIC Soldier				
Dead Man's Chest: A Touch of Destiny	River Local 1	River Local 2				
Dead Man's Chest: The *Dutchman*'s Secret	Broond-jongen	Wheelback	Finnegan	Jelly	Fish Pirate	
Dead Man's Chest: Isla Cruces	Broond-jongen	Jelly	Fish Pirate			
Dead Man's Chest: The Kraken	LEGO Pirate 1	LEGO Pirate 2	LEGO Pirate 3	LEGO Pirate 4		
At World's End: Singapore	EIC Officer	EIC Soldier	LEGO Pirate 1	Singapore Local 1	Singapore Local 2	Singapore Local 3
At World's End: Davy Jones' Locker	Jack Sparrow Illusion 1	Jack Sparrow Illusion 2	Jack Sparrow Illusion 3			
At World's End: Norrington's Choice	Broond-jongen	Fish Pirate				
At World's End: The Brethren Court	LEGO Pirate 1	Giselle	Scarlett			
At World's End: The Maelstrom	Fish Pirate	Red Coat				
On Stranger Tides: London Town	Red Coat	Red Coat with Rifle	Red Coat Officer			
On Stranger Tides: *Queen Anne's Revenge*	Zombie Pirate					
On Stranger Tides: White Cap Bay	Zombie Pirate	Mermaid	LEGO Pirate 1			
On Stranger Tides: A Spanish Legacy	Spanish Officer	Spanish Solider				
On Stranger Tides: The Fountain of Youth	Zombie Pirate	Mermaid	Spanish Officer	Spanish Solider		
Pirates of the Caribbean: The Ride	Fish Pirate	Zombie Pirate				

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CHARACTER TREASURE

Cost: 150,000

Effect: Enemies release studs when you destroy them.





Enter the tavern and use explosives to blow up the three silver kegs. A Red Hat appears in their place.

RED HAT 16: TREASURE x4

Cost: 1,000,000

Effect: Multiplies the value of the studs you collect.





You need Blackbeard to get to this Red Hat. Use his power to open the mystic black-and-red skull gate to enter another building. Inside, switch to Syrena or Phillip and use their song ability to shatter the aquarium to get the Red Hat.

TIP



This building with the aquarium also has a map behind the counter. Walk up to the counter and you can choose to watch cinematics from the game, which are unlocked as you play through the Story mode.

RED HAT 17: TREASURE x6

Cost: 1,500,000

Effect: Multiplies the value of the studs you collect.



This Red Hat is in the well. To get it to appear, hit all three of the gray containers located around the well several times.

RED HAT 18: FAST DIG

Cost: 50,000

Effect: Increases the rate at which your characters dig up buried items.







This Red Hat requires you to get to Tia Dalma's hut and you must have 24 Gold Bricks. Once you have enough, assemble the bricks near the water into a winch. After it is completed, roll a barrel into the barrel switch and start spinning it to pull the bridge up and out of the swamp. Walk across the bridge to the porch of the hut to get the Red Hat that appears when the bridge is ready.

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RED HAT 19: TREASURE X8

Cost: 2,000,000

Effect: Multiplies the value of the studs you collect.





Now that the bridge to Tia Dalma's hut is out of the swamp, you still have to open the door. Find another barrel and roll it into the barrel switch by the door. Keep spinning it until the door opens. Walk into the hut and break up the small cage by the front of the room to find this Red Hat.

RED HAT 20: INVINCIBILITY

Cost: 1,000,000

Effect: Your character never takes any damage and does not lose any hearts.



Once inside Tia Dalma's hut, use Blackbeard's power to open a red-and-black chest in the back corner. Inside is a Red Hat.

Specials and Secrets

The Hub areas have a lot more to do than just provide Red Hats. There are places to explore that can provide a lot of studs as well as opportunities to earn achievements or trophies.

Custom Characters





While in Tia Dalma's hut, jump up and pull on the two ropes to open the curtains so that you can climb up the stairs to the second floor. There, you find several characters hanging around—literally. Stand on one of the round objects in the floor to begin customizing characters.



There are ten different characters you can customize and then use during Free Play. Select a name for the character and then customize the hair, hat, head, face, torso, arms, hands, belt, legs, and even the weapon or item that the character carries.

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The Clock Tower





The clock tower is located on the left side of the balcony above the tavern. Use Jack's compass to find the key on the balcony to the left. Then place the key on the crank and turn it to raise some green bars along the side of the clock tower. Select a female character and jump up to the green bar. Swing up and jump to the next green bar, and finally to a third, where you can pull yourself up to a platform. Turn the wheel at the top to cause the sun to set. After you watch this, you earn "The Green Flash" Achievement/Trophy.

The Ships in the Bottle



In the tower area, walk out onto the docks. Along the sides of the dock are Ships in a Bottle. When you collect all ten Ships in a Bottle for a level, a Ship in a Bottle appears at one of the docks. Each of the docks contains the five Ships in a Bottle for one of the four movies.



Hit a Ship in a Bottle to break open. A mini ship appears in the water. Climb aboard and sail it around. If you are playing with another player, each player can get into a ship and then battle it out with mini cannons.

After you have collected all 200 Ships in a Bottle, break them all open and sail in each of the mini ships to earn the "Hoist the Colours" Achievement/Trophy.

Map Secrets

On each of the four level-select maps, there is a sixth secret point. Once you complete all five stories for a movie, a skull and cross bones appear on the map. Highlight the skull and cross bones with the cursor to earn the "You're off the edge of the map" Achievement/Trophy. The following pictures show you where these secret points are located.









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The Pirates of the Caribbean: The Ride



This is the secret level and it's very difficult to get to. You need 84 Gold Bricks to assemble the bricks next to the cannons in the tavern area into a golden mast. That means you must have completed all 20 levels in Story mode, collected all 200 Ships in a Bottle (ten for each level), found 160 compass items (eight in each level), and earned True Pirate in all 20 levels. By completing this secret level, you earn the elusive 85th and final Gold Brick.



Once you have built the mast, walk up the stairs and head through the back passageway that was blocked by a gold gate. This is the entrance to The Ride.



The Ride has three different areas. In the first, you must defeat two specific enemies from the cursed *Black Pearl* crew and then finally Captain Barbossa. Your characters are Jack Sparrow and Angelica. Once Barbossa is destroyed, the gate opens to allow you to continue. Hop into the boat to head to the second area.

TIP

There are eight compass items within The Ride, so don't forget to use Jack's compass.

Now you face the *Flying Dutchman* crew. Defeat two of them and then face off against Davy Jones. After Davy Jones is no more, the gate opens. Hop back into the boat and continue.





The final area is at the Fountain of Youth. Here you must fight against the crew of the *Queen Anne's Revenge* and then defeat their captain, Blackbeard. As in all of the other levels, take time to pick up all of the treasure you can find. Once Blackbeard is defeated, return to the boat and exit the level to earn that final Gold Brick.



TIP

The Ride is filled with lots of treasure. By working hard to get it all, you will leave with over 200,000 studs. If you have purchased and activated a Red Hat that multiplies your treasure, such as Treasure x10, you could exit The Ride with over 2,000,000 studs!

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Checklists

Aye, matey. Ye have sailed stormy seas and followed the compass to find the checklists. Use these handy tables to keep track of all your loot. They can also be your guide to buried treasures and other goodies. For more information on the items found here, check out the earlier sections of this guide, which cover each of the levels in great detail.

CHARACTERS

Owned	Image	Name	Affiliations	Abilities	Items	How to Unlock	Cost
☐		Ammand the Corsair	Brethren Court	Sword Crank	Sword	Complete At World's End: The Brethren Court	25,000
☐		Anamaria	None	High jump, sword crank	Sword	Story mode progression	None
☐		Ancient Sailor	None	None	Ancient fish	Complete On Stranger Tides: London Town	100,000
☐		Angelica	None	High jump, sword crank	Sword	Story mode progression	None
☐		Angelica (Disguised)	None	High-jump, sword crank	Sword	Complete On Stranger Tides: London Town	10,000
☐		Angler	*Flying Dutchman* crew	Sword crank, coral, underwater	Sword	Complete Dead Man's Chest: The *Dutchman*'s Secret	15,000
☐		Angry Cannibal	None	Shoot	Poison dart	Complete Dead Man's Chest: Pelegosto	5,000
☐		Blackbeard	*Queen Anne's Revenge* crew	Shoot, strength, sword crank, Triton's sword	Sword of Triton	Complete On Stranger Tides: The Fountain of Youth	500,000
☐		Bootstrap Bill Turner	*Flying Dutchman* crew	Coral, sword crank, underwater	Sword	Story mode progression	None
☐		Bo'sun	Cursed *Black Pearl* crew	Strength, sword crank, underwater	Sword	Complete The Curse of the *Black Pearl*: Isla de Muerta	10,000
☐		Capitaine Chevalle	Brethren Court	Sword crank	Sword	Complete At World's End: The Brethren Court	25,000
☐		Captain Barbossa	None	Sword crank	Sword	Story mode progression	None
☐		Captain Bellamy	None	Sword crank	Sword	Complete Dead Man's Chest: Pelegosto	5,000
☐		Captain Elizabeth	None	High jump, sword crank	Sword	Story mode progression	None
☐		Captain Elizabeth (Robes)	None	High jump, sword crank	Sword	Story mode progression	None
☐		Captain Jack Sparrow	None	Compass, sword crank, zip	Sword, compass	Story mode progression	None
☐		Clanker	*Flying Dutchman* crew	Sword crank, underwater	Sword	Complete Dead Man's Chest: The *Dutchman*'s Secret	15,000
☐		Clubba	Cursed *Black Pearl* crew	Sword crank, underwater	Sword	Complete The Curse of the *Black Pearl*: Isla de Muerta	10,000
☐		Cook	None	None	Frying pan	Story mode progression	None

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☐		Cotton	None	None	None	Story mode progression	None
☐		Crash	*Flying Dutchman* crew	Coral, strength, sword crank, underwater	Sword	Complete Dead Man's Chest: Isla Cruces	15,000
☐		Davy Jones	*Flying Dutchman* crew	Coral, strength, sword crank, underwater	Sword	Complete At World's End: Maelstrom	500,000
☐		Derrick	None	Dig	Spade	Complete On Stranger Tides: *Queen Anne's Revenge*	15,000
☐		Eduardo Villanueva	Brethren Court	Sword crank	Sword	Complete At World's End: The Brethren Court	25,000
☐		Elizabeth (Pirate)	None	High jump, sword crank	Sword	Story mode progression	None
☐		Elizabeth (Redcoat)	None	High Jump	None	Story mode progression	None
☐		Elizabeth (Trader)	None	High jump, sword crank	Sword	Story mode progression	None
☐		Elizabeth (Under-garments)	None	High Jump	None	Story mode progression	None
☐		Elizabeth Swann	None	High jump	None	Story mode progression	None
☐		Garheng	None	Strength, sword crank	Sword	Story mode progression	None
☐		Gentleman Jocard	Brethren Court	Sword crank	Sword	Complete At World's End: The Brethren Court	25,000
☐		Governor Weatherby Swann	None	Sword crank	Candlestick	Complete Dead Man's Chest: Pelegosto	5,000
☐		Grapple	Cursed *Black Pearl* crew	Underwater	Grappling Hook	Complete The Curse of the *Black Pearl*: Isla de Muerta	10,000
☐		Guard Dog	None	Dig	None	Story mode progression	None
☐		Gunner	*Queen Anne's Revenge* crew	Strength, underwater	Whip	Complete On Stranger Tides: *Queen Anne's Revenge*	55,000
☐		Hadras	*Flying Dutchman* crew	Coral, underwater	Knuckledusters	Complete Dead Man's Chest: Isla Cruces	15,000
☐		Hungry Cannibal	None	Throw	Spear	Complete Dead Man's Chest: Pelegosto	5,000
☐		Jack Sparrow (Chief)	None	Compass, sword crank, zip	Sword, compass	Story mode progression	None
☐		Jack Sparrow (Cursed)	None	Compass, sword crank, zip	Sword, compass	Complete The Curse of the Black Pearl: Isla De Muerta	100,000
☐		Jack Sparrow (Waistcoat)	None	Compass, sword crank, zip	Sword, compass	Story mode progression	None
☐		Jacoby	Cursed *Black Pearl* crew	Explosives, underwater	Bomb	Complete The Curse of the *Black Pearl*: Isla de Muerta	10,000
☐		James Norrington	None	Sword crank	Sword	Story mode progression	None
☐		James Norrington (Disgraced)	None	Sword crank	Sword	Story mode progression	None
☐		Jimmy Legs	*Flying Dutchman* crew	Coral, underwater	Whip	Complete Dead Man's Chest: The *Dutchman*'s Secret	15,000

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☐		King George	None	Sword crank	Candlestick	Complete On Stranger Tides: London Town	25,000
☐		Koehler	Cursed *Black Pearl* crew	Shoot, underwater	Pistol	Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks	10,000
☐		Koleniko	*Flying Dutchman* crew	Coral, sword crank, underwater	Sword	Complete Dead Man's Chest: The *Dutchman*'s Secret	15,000
☐		Lian	None	High jump	Whip	Complete At World's End: Singapore	100,000
☐		Lieutenant Groves	None	Sword crank	Sword	Complete The Curse of the *Black Pearl*: Port Royal	7,500
☐		Lord Cutler Beckett	None	Small, sword crank	Sword	Complete At World's End: Maelstrom	100,000
☐		Maccus	*Flying Dutchman* crew	Coral, throw, underwater	Axe	Complete Dead Man's Chest: The *Dutchman*'s Secret	15,000
☐		Mallot	Cursed *Black Pearl* crew	Repair, underwater	Hammer	Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks	10,000
☐		Marty	None	Explosives, shoot, small	Blunderbuss	Story mode progression	None
☐		Mistress Ching	Brethren Court	High jump, sword crank	Sword	Complete At World's End: The Brethren Court	25,000
☐		Mr. Brown	None	Repair	Hammer	Story mode progression	None
☐		Mr. Gibbs	None	Repair	Hammer	Story mode progression	None
☐		Mr. Mercer	None	Shoot	Pistol	Complete At World's End: Singapore	100,000
☐		Mullroy	None	Shoot	Rifle	Story mode progression	None
☐		Murtogg	None	Shoot	Rifle	Story mode progression	None
☐		Park	None	High jump, sword crank	Sword	Complete At World's End: Singapore	100,000
☐		Penrod	*Flying Dutchman* crew	Coral, small, sword crank, underwater	Club	Complete At World's End: Norrington's Choice	15,000
☐		Philip	None	Song	None	Complete On Stranger Tides: *Queen Anne's Revenge*	25,000
☐		Pintel	None	Shoot	Pistol	Story mode progression	None
☐		Privateer Barbossa	None	Sword crank, throw	Sword, poison frog	Story mode progression	None
☐		Quartermaster	*Queen Anne's Revenge* crew	Strength, sword crank, underwater	Sword	Complete On Stranger Tides: London Town	55,000
☐		Ragetti	None	Sword crank, throw	Sword, eyeball	Story mode progression	None
☐		Salaman	None	Repair	Hammer	Story mode progression	None
☐		Sao Feng	Brethren Court	Sword crank	Sword	Story mode progression	None
☐		Scratch	Cursed *Black Pearl* crew	Sword crank, underwater	Sword	Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks	10,000

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☐		Scrum	None	Music	Mandolin	Story mode progression	None
☐		Sri Sumbhajee Angria	Brethren Court	Sword crank	Sword	Complete At World's End: The Brethren Court	25,000
☐		Syrena	None	High jump, song, underwater	Seaweed whip	Story mode progression	None
☐		Tai Huang	None	Shoot	Pistol	Story mode progression	None
☐		Tattoo Pirate	None	Strength, sword crank	Sword	Story mode progression	None
☐		The Spaniard	None	Explosives, sword crank	Sword, bomb	Complete On Stranger Tides: A Spanish Legacy	200,000
☐		Tia Dalma	None	High jump	None	Story mode progression	None
☐		Twigg	Cursed *Black Pearl* crew	Sword crank, underwater	Sword	Complete The Curse of the *Black Pearl*: The *Black Pearl* Attacks	10,000
☐		Will Turner	None	Sword crank, throw	Hatchet, sword	Story mode progression	None
☐		Wyvern	*Flying Dutchman* crew	Light, coral, underwater	Lantern	Complete Dead Man's Chest: The *Dutchman*'s Secret	15,000

SHIPS IN A BOTTLE

No.	Mode	Notes
CURSE OF THE *BLACK PEARL*: PORT ROYAL		
1	Free Play	Use a strong character to pull on the orange handle in the upper rafters to knock down the wall.
2	Story	Jump up and grab onto the green bars underneath each of the seven overhead lamps.
3	Free Play	Blow up the silver prison bars, then shoot at or throw something at the four targets and rebuild the skeletons.
4	Free Play	Outside the prison, make your way up to the wall and use a female character to pull on a green bar and then jump up platforms to get the Ship in a Bottle.
5	Free Play	Get next to the three blue-and-white flags located up high to cause them to unfurl.
6	Story	Jump across the wooden pilings to get to the last one where the Ship in a Bottle is located.
7	Story	Build five little ships out of piles of bricks lying on the beach.
8	Free Play	Using a female character, jump up from a platform to get through an upstairs window into a small room with a Ship in a Bottle.
9	Free Play	Give a pirate a sausage from the upstairs balcony to earn this reward.
10	Free Play	Use a character who can walk underwater and hit the cage to release the giant crab.
CURSE OF THE *BLACK PEARL*: TORTUGA		
1	Free Play	Use a crank to release a rowboat from the shack and get the Ship in a Bottle.
2	Free Play	Build a cannon and then shoot all of the targets
3	Free Play	Use a character with explosives to blow up some boulders to get the Ship in a Bottle hidden behind them.
4	Free Play	Dig up some buried lumber on the right side of the pig pen to find a Ship in a Bottle.
5	Free Play	Use strong character to pull the orange handle in the cave and then climb down the rope.
6	Story	Use Marty to blast the silver bars up on the balcony in the cantina to get inside a small room.
7	Story	From the balcony on the left side of the town center, climb up a ladder onto a roof to find this Ship in a Bottle.
8	Free Play	Use Syrena's scream to shatter a glass cabinet where Cotton is trying to get his parrot back.
9	Free Play	Jump up to the bell tower and climb the rope to the bells to get another Ship in a Bottle.
10	Free Play	Light three boxes of fireworks to get a reward.
CURSE OF THE *BLACK PEARL*: THE *BLACK PEARL* ATTACKS		
1	Story	Destroy the cabinet with the silver lock by the ship's wheel.
2	Free Play	Use Blackbeard to remove the mystic skull by the forward mast and then climb up the net.
3	Free Play	Use a character with the song ability to shatter five crates of glass objects.
4	Free Play	Blackbeard can remove a mystic skull blocking a hatch. Climb down the stairs.
5	Free Play	Once down the hatch, which you used Blackbeard to clear, slide to the left side of the area.
6	Free Play	Use Blackbeard to open a chest, then pick up a torch and use it to fire a cannon on a lower level to destroy five flags.
7	Story	As Jack, use the zipline at the rear of the *Black Pearl* to get up onto the mast. Then use the compass to find a Ship in a Bottle up in the rigging.
8	Story	Drop down from the rear mast and move sideways a bit to land on a platform with a Ship in a Bottle.
9	Free Play	On the *Black Pearl*, go down the hatch in the middle of the deck and use Jack's compass to find a chest that you can open.
10	Free Play	After getting the chest, go down one more level to find another Ship in a Bottle.

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No.	Mode	Notes
CURSE OF THE *BLACK PEARL*: SMUGGLER'S DEN		
1	Story	Dig up a Ship in a Bottle on the small islet near where you begin the level.
2	Free Play	Build a sand castle, then send a small character through the door to a ledge.
3	Free Play	Climb the tree near the hatch on the second island during daylight.
4	Free Play	Use explosives to destroy the silver bell on the wrecked ship between the islands.
5	Story	In the cavern, use a *Flying Dutchman* crew member to go through the coral.
6	Free Play	Under the water in the cavern, break a crate.
7	Free Play	Use a strong character to pull on an orange handle in the cavern.
8	Free Play	Redirect the light beam in the cavern to remove the tentacles from around the underwater Ship in a Bottle.
9	Free Play	Use the cannon turrets to destroy mini ships.
10	Free Play	Use a character with the song ability to free the sea turtles from the ice and ride them in a race.
CURSE OF THE *BLACK PEARL*: ISLA DE MUERTA		
1	Story	Destroy three parrot stands.
2	Free Play	Break the lock on the rowboat with explosives and then row out into the water.
3	Free Play	Hit the target up on the side of the cavern, then swim over to the debris and jump up to get the Ship in a Bottle.
4	Free Play	Solve the skull color puzzle in the secret cavern.
5	Story	Put the helmet on the underwater statue in the secret cavern.
6	Free Play	Bring the dog statue to life in the secret cavern.
7	Free Play	Find the giant clam and pull it open with a strong character who can walk underwater.
8	Free Play	Fire a cannon to destroy all of the rubber ducks in the secret lagoon.
9	Free Play	Climb up the side of the ship in the secret lagoon and slide on the chain to the derelict building.
10	Free Play	Use a character with the song ability to break through crystals to get to a secret area. Blow up a silver chest with explosives, then bring a spyglass to the soldier.
DEAD MAN'S CHEST: PELEGOSTO		
1	Free Play	Blow up silver boulders on the right side of the cliff side ledges to enter a secret chamber.
2	Free Play	Maneuver a ball out of a spin maze.
3	Free Play	Use Blackbeard to remove a mystic skull over a cooking fire and then break it open.
4	Free Play	Look through a spyglass and watch a cannibal dig up a Ship in a Bottle.
5	Free Play	Use Blackbeard to open a red-and-black doorway on the side of the mountain.
6	Free Play	Climb a tree on a mesa to the side of the mountain. You need a strong character to pull up a bridge to get there.
7	Free Play	Find and use a spyglass to watch a crab on a bridge.
8	Free Play	Use a zipline to get to another mesa, then use Jack's compass to find a buried Ship in a Bottle to dig up.
9	Free Play	Destroy eight targets with a cannon on a mesa.
10	Free Play	Release a crab and ride it along the bottom of a stream.

No.	Mode	Notes
DEAD MAN'S CHEST: A TOUCH OF DESTINY		
1	Story	Destroy five large frogs in the swamp.
2	Free Play	Blow up silver objects on a dock and then use a female character to jump up and climb a vine.
3	Story	Jump up from a lily pad and grab onto a vine. Climb it to the top.
4	Story	Find the beach ball and deliver it to a villager.
5	Story	Feed three pieces of food to the crocodile.
6	Free Play	Use a female character to jump up high from a dock.
7	Free Play	Use Blackbeard's power on a mystic skull in the crocodile area.
8	Free Play	Use a strong character to feed the piranha and then use a character who can walk underwater to move under a barrier.
9	Free Play	Use explosives to break down a door in Tia Dalma's shack.
10	Free Play	Use Blackbeard's power to open a hatch in Tia Dalma's shack.
DEAD MAN'S CHEST: THE *DUTCHMAN'S* SECRET		
1	Story	Jump down into the fishing net off the side of the ship.
2	Free Play	Get to the nest on the aft mast, use a character with the song ability to break the ice, then climb up to the top of the mast. Slide down the rope to a forward mast.
3	Free Play	Use Blackbeard's power to remove the mystic skull from the chest on the upper deck at the rear of the ship.
4	Story	On the upper prison deck, look behind the crates in the back-right corner after using a lantern to remove the tentacles.
5	Free Play	On the secret prison deck, use two sword cranks and build a snail from the pieces on the ground.
6	Free Play	Use Blackbeard's power to remove a mystic skull on the secret prison deck.
7	Story	In Davy Jones' Chamber, turn the wheels to raise platforms in the waterfall until a Ship in a Bottle appears.
8	Free Play	Use explosives to blow up the lid to a tube that leads down to a secret level. Use a character with the song ability to shatter the aquarium.
9	Free Play	Move a crate to lower a cage and then shoot the cage to get the prize inside.
10	Free Play	Exit to the stern of the ship and use a female character to high-jump up to score the final reward.
DEAD MAN'S CHEST: ISLA CRUCES		
1	Story	Use Jack's compass to find a buried chest on the beach.
2	Free Play	Use a character who can walk underwater to search the ocean to the left of the beach.
3	Free Play	A strong character can pull open a door with an orange handle on the shipwreck.
4	Free Play	Dig up bones in the graveyard and assemble them into a barrel. Blow up a silver gate and then roll the barrel into a socket to open a gate.
5	Free Play	Pull on the sword crank three times until a mystic skull chest comes out of the mill. Use Blackbeard to open it.
6	Free Play	Use Blackbeard's power to remove a mystic skull at the top of the mill tower. Then climb up a chain to the roof and look through a spyglass.
7	Story	While fighting on the waterwheel, jump up as a Ship in a Bottle passes by.
8	Free Play	Move through the coral by the waterwheel to get onto a shipwreck. Then use a female character to high-jump to get the Ship in a Bottle.
9	Free Play	Get a key from the shipwreck and use it to turn a crank and raise some beams leading to the prize.
10	Free Play	Use Jack's compass to find a crab and assemble it. Switch to female character and high-jump up to the green bars to get more pieces for a second crab.

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DEAD MAN'S CHEST: THE KRAKEN		
1	Free Play	Use a strong character to pull open a door with an orange handle on the deck where you begin this level.
2	Free Play	Use Blackbeard to go through a red hatch to the secret deck. Then break a small chest, place it in a large chest, and then break open the large chest.
3	Free Play	Hit the taps on four kegs in order from left to right.
4	Free Play	Use a character with the song ability to shatter a glass wall so you can enter a secret room.
5	Story	While up on the main mast, move along the yardarm toward the camera and then jump up to get this Ship in a Bottle.
6	Story	Select a female character and high-jump up from the plank at the front of the ship.
7	Story	Climb down the bars on the right side of the ship.
8	Free Play	Use a strong character to pull on the two orange handles at the front of the ship to open a hatch.
9	Story	During the Kraken battle, throw a bomb at the chained crate on the left to open it up.
10	Free Play	During the Kraken battle, use a *Flying Dutchmen* crew member to go through the coral to the aft deck. Light the explosives with a torch to make the tentacle move away, leaving behind a prize.
AT WORLD'S END: SINGAPORE		
1	Free Play	As Jack, use a zipline along the wooden pathway to get up into a building.
2	Free Play	Pull on the orange handle to operate the crane. Carry the crab cage to the green pad by the merchant.
3	Free Play	Break open a silver gate with explosives, then use Blackbeard's power up on the second floor to raise a gate.
4	Free Play	Turn the keys in the cranks in the puppet theater to start a show, then move through the opened gate downstairs and to the right.
5	Free Play	After moving the bridge to the secret area, pull on a couple of chains hanging in front of a building.
6	Free Play	Shoot two targets outside of a building, then enter and climb the ladder to the second floor.
7	Story	Use a small character to crawl through a low hatch and up into a room.
8	Free Play	Start a fire in the furnace of the boiler room and use the bellows to get it very hot.
9	Free Play	Repair the wheels in the steam bath room, then turn them to connect the pipe fittings.
10	Free Play	Use a character with the song ability to free a piranha from a block of ice.
AT WORLD'S END: DAVY JONES' LOCKER		
1	Story	Climb up a palm tree in the oasis.
2	Story	Climb up the net to the main mast of the ship, then jump to the left onto the aft mast.
3	Story	Use the compass to find a buried crate. Dig it up and then break it open.
4	Free Play	On the lowest deck, use the compass to find a buried chest. Dig it up and use Blackbeard's power to open it.
5	Free Play	Use a singing character to shatter an aquarium on the first deck.
6	Story	Use explosives to destroy the silver crate hanging above the main deck.
7	Story	Break open the wooden hatch at the front of the ship and drop down into the hold.
8	Free Play	Get a female character up onto the foremast and walk across the yardarm to the left side.
9	Free Play	Use a character with a hammer to pound some glowing bricks at the front of the ship. Turn the wheel to raise the anchor and a prize.
10	Free Play	Find a key on the main deck using Jack's compass, then turn the key in a crank at the rear of the ship to enter the captain's cabin.

No.	Mode	Notes
AT WORLD'S END: NORRINGTON'S CHOICE		
1	Story	Smash five clams that are jumping around the various decks of the two ships.
2	Free Play	Use explosives to get to the rear deck of the *Flying Dutchman* and then break open a wooden hatch. Jump into the updraft.
3	Free Play	On the rear deck, use a *Flying Dutchman* crew member to go through the coral to get to the prize at the rear of the ship.
4	Story	Use a torch to drive tentacles out of four barrels on the interior decks of the *Flying Dutchman*.
5	Story	Use cannons on the first deck to shoot and destroy ten floating barrels of explosives.
6	Free Play	Climb through the short hatch in the prison cell with a small character to get to another cell with a prize inside.
7	Free Play	On the fourth deck, use a singing character to shatter a glass floor panel. Drop down to the bilge and look around.
8	Free Play	At the rear of the *Flying Dutchman*, use Elizabeth to jump up to a couple of green bars.
9	Free Play	Use a character with a hammer to pound on glowing bricks on *The Empress*.
10	Free Play	Search for the key on *The Empress* using Jack's compass, then use the key to enter the captain's cabin. Smash some furniture to find a prize.
AT WORLD'S END: THE BRETHREN COURT		
1	Free Play	Blow up the statue of Ammand the Corsair with explosives.
2	Free Play	Find an orange handle with the compass, then use a strong character to pull on it. Complete a new maze minigame.
3	Free Play	Use Blackbeard's power on a hanging rowboat to drop it down to the water. Row the boat into a grotto.
4	Free Play	Use a sword crank, then shoot a target to get to two cannons on the docks. Fire at a series of targets that pop up. Destroy all of the targets.
5	Free Play	Select two female characters, high-jump to pull on a couple of chains, and then perform a five-step dance.
6	Free Play	Break Jocard's chest and send a small character through a small hatch to emerge above the same area.
7	Free Play	Shoot the target in Mistress Ching's area, then use a female character to jump up to a green bar and jump across to get a Ship in a Bottle.
8	Story	Use the compass to find the flume ride at the top of the island. Ride it down through the water chute to the bottom.
9	Free Play	Use a *Flying Dutchman* crew member to go through coral in the skeleton room to get to a locked cell.
10	Free Play	Use explosives in the meeting room to blow up silver bricks, then search for the pedestal using the compass. A song by a character with that ability will shatter the glass case.
AT WORLD'S END: MAELSTROM		
1	Story	Hit all five jumping clams scattered throughout the level.
2	Story	Look through the spyglass and find the Tattoo Pirate.
3	Free Play	Destroy the five silver barrels throughout the level.
4	Free Play	Use a singing character to break the glass structure at the rear of the ship.
5	Free Play	Destroy the three red mystical lanterns at the rear of the ship with Blackbeard's power.
6	Free Play	Turn the wheel near the front of the ship until you pull up a crate. Use a strong character to open it, then assemble pieces inside.
7	Free Play	Using the cannons on side of ship, shoot a crate on *Flying Dutchman*, then sink three rubber ducks.
8	Free Play	Use Blackbeard's power to open a mystic chest on the front of the ship.
9	Free Play	Find an apple up on the foremast, then take it through coral to the rear deck and give it to a crewman of Davy Jones.

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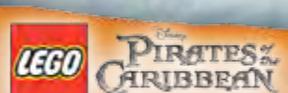
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No.	Mode	Notes
10	Free Play	Find the turnstile with Jack's compass and use Blackbeard's power to remove a hatch. Break the glass cover with a song from a character with that ability and assemble levers onto the turnstile so you can rotate it.
ON STRANGER TIDES: LONDON TOWN		
1	Free Play	Destroy the six suits of armor in the dining hall. You must assemble one and then destroy it.
2	Free Play	Use a singing character to break a window on the balcony on the left side.
3	Free Play	Use a female character to high-jump along the right side of the dining hall and jump up some bars to get to the top.
4	Free Play	Destroy silver furniture and use the level in the hallway to open a secret chamber.
5	Free Play	Break the glass on the side of a building with a song, then move statues along a checkered path.
6	Free Play	Use Blackbeard's power to open a carriage with a black-and-red top.
7	Free Play	Blow up a silver chest on a wagon using explosives.
8	Free Play	Use a singing character to break a glass top on a carriage.
9	Free Play	Shoot a target upstairs in the pub, then use the two sword cranks. Carry the barrel down to the bar.
10	Free Play	Destroy a silver chain with explosives and push the large keg across a checkered path and off a ledge.
ON STRANGER TIDES: *QUEEN ANNE'S REVENGE*		
1	Story	Use a strong character to open a crate on the lower deck with an orange handle.
2	Free Play	Use Blackbeard's power to open a door with a mystical skull on the right side of the lower deck. Find a key using a compass and then use the key in a crank.
3	Free Play	Select a character with the song ability and sing next to a crystal structure in the secret area on the right side of the upper deck.
4	Free Play	On the left side of the upper deck, use Blackbeard to open a mystical skull on a door, then a strong character to pull on the two orange handles on the cannon.
5	Story	Hit skeletons to knock off their skulls, then stick the skulls into the four cannons on the deck to destroy them all.
6	Story	Search for the Ship in a Bottle using Jack's compass at the bow of the ship on the main deck.
7	Free Play	Pound on the glowing crank on the main deck with a hammer to repair it. Raise a rowboat with a crate onto the deck, then use Blackbeard to open the crate.
8	Free Play	At the rear of the ship, use singing to shatter crystals on a zipline. Send Jack up the zipline, then switch to a female character. High-jump up to a rope and zip across to the main mast.
9	Free Play	Select Blackbeard and walk into the room below the real Blackbeard. Use the compass to find a ruby, place it on a music box, then use Scrum to play his guitar.
10	Free Play	Use Blackbeard to pull on an orange handle behind the real Blackbeard and enter a secret area. Release bricks from ceiling, assemble a crate, and push it along checkered path. Use Blackbeard's power to open a mystical lock.

No.	Mode	Notes
ON STRANGER TIDES: WHITE CAP BAY		
1	Free Play	Use explosives to blow up silver bricks in front of a cave.
2	Free Play	Move through the cave and use a torch to repel tentacles in a barrel before destroying the barrel.
3	Free Play	Find a ship in a bottle using Jack's compass. Dig up a crystal sand castle and use a singing character to shatter it.
4	Free Play	Use a hammer to repair a crane and lift up a giant clam.
5	Free Play	Select a character who can walk underwater, then drop into the sea. Assemble pieces of a giant starfish and then break open a chest.
6	Free Play	Use a pet chute to get to a high ledge.
7	Free Play	Use singing to shatter crystal boulders.
8	Free Play	Use a female character to high-jump from the top floor of the lighthouse up to the beams overhead.
9	Story	Move around to the back side of the walkway on the outside of the lighthouse.
10	Free Play	Use Blackbeard to open a red-and-black door on the outside of the lighthouse. Assemble some pieces inside and then use two sword cranks.
ON STRANGER TIDES: A SPANISH LEGACY		
1	Free Play	Blow up the silver hatch on the lower deck with explosives to get to a secret deck. Then walk across narrow beams.
2	Story	Hit the skeleton in the bed several times.
3	Story	Play the harpsichord after moving it.
4	Free Play	Send a *Flying Dutchman* crewman through the coral on the riverbank to a tiny island.
5	Free Play	Use a female character to high-jump and pull down a beam. Follow a path to a rope and zip across to the outer camp.
6	Free Play	In the outer camp, use Blackbeard's power to open a stall with a mystic skull on the outside.
7	Free Play	Use a strong character to pull an orange handle by the cannon platform. Cross to an island and climb the tree.
8	Free Play	Destroy all of the red flowers on the small island before any grow back. Try using explosives.
9	Free Play	Use explosives to destroy silver palm leaves, then jump across the rocks to get to a path leading to the Ship in a Bottle.
10	Free Play	Use Jack's compass to find a Ship in a Bottle, then dig it out with a shovel.
ON STRANGER TIDES: THE FOUNTAIN OF YOUTH		
No.	**Mode**	**Notes**
1	Free Play	Destroy all five of the silver water tanks throughout the level.
2	Free Play	Shoot the target, pick up the toy T-Rex, and carry it to a child near the start.
3	Free Play	Shoot five brown plants from a distance to destroy them.
4	Free Play	Scare away three groups of bats by shooting at them or throwing an object at them.
5	Free Play	Repair a bellows to blow a giant spider off a web. Ride on the spider and defeat other spiders.
6	Free Play	Use singing to break a crystal barrier and enter a secret chamber. Hit six statues in the secret chamber.
7	Free Play	Seal three geysers in the secret chamber so they are all sealed at the same time.
8	Free Play	Use a strong character to pull on an orange handle to open a crate.
9	Free Play	Use Blackbeard's power to open a chest with a mystic skull on it.
10	Free Play	Use a strong character to pull on an orange handle behind the fountain to enter a secret area. Use a singing character to shatter an aquarium, then assemble the pieces and turn a wheel by a small pond to start a minigame. Use a toy ship to sink waves of enemy toy ships.

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RED HATS

No.	Name	Location	Price	How to get
1	Breathe Underwater	Port	250,000	Select a character who can walk underwater and has explosives. Drop down into the sea, and blow up the three silver locks on the flags.
2	Extra Hearts	Port	500,000	Use the compass to find the shovel and a crate of bombs. Blow up the silver boulders underwater and raise the walkway with the crank. Use a female character to spin around the two green bars.
3	Treasure Magnet	Beach	225,000	Need 14 Gold Bricks; build a sand castle on the left side of the beach, then destroy it.
4	Treasure x2	Beach	500,000	Quickly jump on five wooden posts located on the beach.
5	Ship in a Bottle Finder	Beach	400,000	Ride on a large crab on the beach.
6	Regenerate Hearts	Beach	275,000	Need 24 Gold Bricks; build a sand castle on the right side of the beach, then destroy it.
7	Red Hat Finder	Tower	300,000	Use the compass to find the location, then cut down all the red flowers.
8	Disguises	Tower	25,000	Light the fuse of the explosives in a barrel to the right of the tower.
9	Fast Build	Tower	125,000	Need 32 Gold Bricks; assemble a crate by the tower, then destroy it and reassemble the pieces into an elevator. Turn the nearby wheel and ride the elevator.
10	Treasure x10	Tower	2,500,000	Use the spyglass at the top of the tower.
11	Fast Forge	Tower	75,000	Repair the broken water pump at the end of the dock.
12	Always Double Treasure	Tavern	600,000	Use a cannon to destroy targets.
13	Fall Rescue	Tavern	175,000	Shoot the three targets on the tavern.
14	Extra Toggle	Tavern	100,000	Blow up the silver skull lock on the upper balcony of the tavern.
15	Character Treasure	Tavern	150,000	Blow up the three silver kegs in the tavern.
16	Treasure x4	Tavern	1,000,000	Use Blackbeard's power to get through the mystic red-and-black gate. Then select a character with the song ability to shatter the aquarium.
17	Treasure x6	Tavern	1,500,000	Hit the gray containers around the well several times.
18	Fast Dig	Hut	50,000	Need 24 Gold Bricks; assemble a winch and use a barrel to raise the bridge to the hut.
19	Treasure x8	Hut	2,000,000	Smash a small cage inside Tia Dalma's hut.
20	Invincibility	Hut	1,000,000	Use Blackbeard's power to open a chest with a mystic skull on it inside Tia Dalma's hut.

GOLD BRICKS

Accomplishment	Total Potential Bricks	Achieved?
Complete all levels on Story mode	20	☐
Reach each level's True Pirate stud requirement	20	☐
Collect all 10 Ships in a Bottle for each level	20	☐
Collect each level's eight compass items	20	☐
Collect all fifty Ships in a Bottle for a movie in Story mode. (Collect the Gold Bricks in the Tower and Dock area)	4	☐
Complete The Ride on Story mode	1	☐
Total	**85**	☐

XBOX 360™ ACHIEVEMENTS

Name	How to Get	Gamerscore	Achieved?
The Curse of the *Black Pearl*	Complete the Film 1 story	20	☐
Dead Man's Chest	Complete the Film 2 story	20	☐
At World's End	Complete the Film 3 story	20	☐
On Stranger Tides	Complete the Film 4 story	20	☐
Take what you can	Collect all Gold Bricks (single-player only)	65	☐
Now bring me that horizon	Complete the game to 100% (single-player only)	100	☐
Here there be monsters	Get eaten by a creature in deadly water	15	☐
Believing in ghost stories	Unlock all the cursed *Black Pearl* crew characters (single-player only)	25	☐
Do you fear death?	Unlock all the *Flying Dutchman* crew characters (single-player only)	25	☐
The pirate all pirates fear	Unlock all the *Queen Anne's Revenge* crew characters (single-player only)	25	☐
You may throw my hat	Collect all the Red Hats (single-player only)	40	☐
A weather eye on the horizon	Use a spyglass	15	☐
The Green Flash	Watch a sunset	15	☐
Welcome to the Caribbean!	Complete Port Royal	12	☐
Hello, poppet!	Unlock all Elizabeth characters (single-player only)	15	☐
The Brethren Court	Unlock all the pirate lord characters (single-player only)	25	☐
The best pirate I've ever seen	Complete Port Royal in Story without dying	15	☐

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Name	How to Get	Gamerscore	Achieved?
The worst pirate I've ever seen	Complete Port Royal in Story with zero studs	15	☐
More what you'd call guidelines	Complete the Brethren Court	15	☐
A pirate's life for me	Test any custom character	15	☐
You filthy, slimy, mangy cur!	Complete all the Guard Dog levels	15	☐
Try wearing a corset	Do five lady backflips in a row	15	☐
What do you want most?	In any level, without help from a friend, find all the compass secrets in one go	25	☐
Hoist the colours!	Sail all the minikits in the hub	50	☐
Parley!	Unlock all characters (single-player only)	25	☐
And really bad eggs	Play as all the extra toggle characters	25	☐
Savvy?	Unlock all the Jack Sparrow characters (single-player only)	15	☐
Wind in your sails!	Hit a flying parrot on Smuggler's Den	15	☐
Pieces of Eight	Reach 888,888,888 studs	88	☐

Name	How to Get	Gamerscore	Achieved?
Did everybody see that?	High dive into the Maelstrom	20	☐
There's the Jack I know	Get True Pirate in all levels (single-player only)	25	☐
Aye-aye, captain!	Play a level in co-op	15	☐
Sea turtles, mate	Ride on all types of animals in the game	25	☐
Gents, take a walk	Walk on the sea bed with all possible characters	20	☐
I am a bad man	Play a level with all extras turned on (single-player only)	15	☐
Fight to the bitter end!	Defeat 100 enemies	20	☐
Five lashes be owed	As Jimmy Legs, whip Will Turner five times	15	☐
Fire!	Fire 100 cannonballs	15	☐
You're off the edge of the map	Highlight the secret sixth point on all four level-select maps (Single Player Only)	15	☐
Hello, beastie	Get eaten by the Kraken ten times	25	☐

PLAYSTATION®3 TROPHIES

Name	How to Get	Trophy	Achieved?
All hands on deck!	Collect all Trophies	Platinum	☐
The Curse of the *Black Pearl*	Complete the Film 1 story	Bronze	☐
Dead Man's Chest	Complete the Film 2 story	Bronze	☐
At World's End	Complete the Film 3 story	Bronze	☐
On Stranger Tides	Complete the Film 4 story	Bronze	☐
Take what you can	Collect all Gold Bricks (single-player only)	Gold	☐
Now bring me that horizon	Complete the game to 100% (single-player only)	Gold	☐
Here there be monsters	Get eaten by a creature in deadly water	Bronze	☐
Believing in ghost stories	Unlock all the cursed *Black Pearl* crew characters (single-player only)	Silver	☐
Do you fear death?	Unlock all the *Flying Dutchman* crew characters (single-player only)	Silver	☐
The pirate all pirates fear	Unlock all the *Queen Anne's Revenge* crew characters (single-player only)	Silver	☐
You may throw my hat	Collect all the Red Hats (single-player only)	Silver	☐
A weather eye on the horizon	Use a spyglass	Bronze	☐
The Green Flash	Watch a sunset	Bronze	☐
Welcome to the Caribbean!	Complete Port Royal	Bronze	☐
Hello, poppet!	Unlock all Elizabeth characters (single-player only)	Bronze	☐
The Brethren Court	Unlock all the pirate lord characters (single-player only)	Silver	☐
The best pirate I've ever seen	Complete Port Royal in Story without dying	Bronze	☐
The worst pirate I've ever seen	Complete Port Royal in Story with zero studs	Bronze	☐
More what you'd call guidelines	Complete the Brethren Court	Bronze	☐
A pirate's life for me	Test any custom character	Bronze	☐

Name	How to Get	Trophy	Achieved?
You filthy, slimy, mangy cur!	Complete all the Guard Dog levels	Bronze	☐
Try wearing a corset	Do five lady backflips in a row	Bronze	☐
What do you want most?	In any level, without help from a friend, find all the compass secrets in one go	Silver	☐
Hoist the colours!	Sail all the minikits in the hub	Gold	☐
Parley!	Unlock all characters (single-player only)	Silver	☐
And really bad eggs	Play as all the extra toggle characters	Silver	☐
Savvy?	Unlock all the Jack Sparrow characters (single-player only)	Bronze	☐
Wind in your sails!	Hit a flying parrot on Smuggler's Den	Bronze	☐
Pieces of Eight	Reach 888,888,888 studs	Silver	☐
Did everybody see that?	High dive into the Maelstrom	Bronze	☐
There's the Jack I know	Get True Pirate in all levels (single-player only)	Silver	☐
Aye-aye, captain!	Play a level in co-op	Bronze	☐
Sea turtles, mate	Ride on all types of animals in the game	Silver	☐
Gents, take a walk	Walk on the sea bed with all possible characters	Bronze	☐
I am a bad man	Play a level with all extras turned on (single-player only)	Bronze	☐
Fight to the bitter end!	Defeat 100 enemies	Bronze	☐
Five lashes be owed	As Jimmy Legs, whip Will Turner five times	Bronze	☐
Fire!	Fire 100 cannonballs	Bronze	☐
You're off the edge of the map	Highlight the secret sixth point on all four level-select maps (Single Player Only)	Bronze	☐
Hello, beastie	Get eaten by the Kraken ten times	Silver	☐

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Game Basics

THE HUB VILLAGE



The hub village serves as a safe port for weary adventurers. Visit the hub village to review your progress, replay missions, or purchase new characters and items.



Select one of two character slots, then choose from the available options in each of the categories. If you choose to save your creation, the character can then be used in Free Play missions. New options become available as you unlock additional characters.

Souvenir Shop



Stop by the souvenir shop to have a look at any completed models. When you collect all ten Ship Bottles from a single mission, you're rewarded with a small model depicting your adventure.

Return to the souvenir shop when you want to see the results of your hard work.



Dock



Visit the dock to check on your progress or resume your adventures. Use dockmaster's book to view your total playing time and how far you've progressed through the game. Board the docked ship to select and play any of your available missions.

Tailor Shop

The tailor shop allows you to mix and match equipment, abilities, outfits, and faces to design your ideal adventurer.



CANNON MINIGAME



The dock also offers an amusing distraction for the idle adventurer. Follow the dock's offshoot to find the cannon minigame.

Use the cannon to blast the barrels as they emerge from the water. Destroy ten barrels within the time limit to earn a small reward.



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Tavern



Visit the tavern to view cinematics or purchase available items. Return to the tavern whenever you feel like spending your hard-earned studs—characters, extras, and hints are all available for the right price.

GAME MODES

There are two major game modes in LEGO *Pirates of the Caribbean*. Each mode follows its own set of rules and offers its own rewards. To see everything the game offers, you must play through each of the two game modes at least once.

Story

Story mode details the adventures of Elizabeth Swann, Jack Sparrow, and many other familiar characters. In Story mode, you must use the provided characters to play through each mission. As a result, many collectibles and hidden areas are inaccessible during Story mode. When you complete a mission in Story mode, you unlock new characters, the next Story mission, and the ability to revisit the mission in Free Play.

NOTE

After you complete the Port Royal mission, you unlock new missions for all four *Pirates of the Caribbean* stories. If you wish, you can jump between story lines to unlock missions and characters out of their usual order.

Free Play

Free Play allows you to revisit any completed mission with a full party. Combine your characters' equipment and abilities to solve new puzzles, access secret areas, and discover hidden collectibles. Before you begin a Free Play mission, you have the opportunity to select a single character from your active roster. Remaining party slots are automatically filled—as long as you've unlocked suitable characters, every major ability will be available during the mission.

TIP

You must confirm your party before the mission starts. If you're unhappy with the assigned characters, press the cancel button to return to the previous screen. When you reselect your character, you're provided with a new party.



STREETPASS PIRATE DUELS

Using the StreetPass feature, the 3DS Pirate Duel mode lets you match your LEGO pirate against participating 3DS owners. Choose a sequence of offensive and defensive moves for your LEGO pirate to perform. When you pass by a valid opponent, your pirate uses its assigned moves to fight a duel.

Win duels to earn experience, allowing you to increase your rank and improve your LEGO pirate. You can even spend earned Nintendo Play Coins to unlock new characters to use in future Pirate Duels!

StreetPass Characters

Character	Required Play Coins
Pirate	None (default)
James Norrington	2
Will Turner	2
Will Turner (Pirate)	4
Pintel	5
Ragetti	5
Jack Sparrow	10
Jack Sparrow (Alternate)	10
Hector Barbossa	12
Davy Jones	15
Blackbeard	20

PROGRESS



All of your accomplishments are automatically tracked by the game. Before you select a mission, you can review the progress you've made in each story line. Continue through the menus to review your progress for each mission, and to get an overview of the characters you've unlocked.

Ship Bottles: Each of the game's 16 missions offers a total of ten Ship Bottles. Eight of the Ship Bottles are hidden throughout the environment. Earn a True Pirate rating in each of the mission's two game modes to receive the remaining Ship Bottles.

True Pirate: During a mission, every stud you collect helps fill your True Pirate meter. Fill the meter before the mission ends to earn a True Pirate rating. Each mission offers one True Pirate rating for Story mode, and a second rating for Free Play.

Red Bricks: Each mission contains a single Red Brick. Collect Red Bricks to unlock special extras you can then purchase in the tavern. Activate extras to fill your game with fun effects and powerful bonuses.

Characters: You start the game with very few playable characters. New characters are unlocked as you meet certain conditions. Some characters are awarded as you progress through Story mode. Many characters must be purchased in the tavern after they become available.

Character Tokens: Each mission has four Character Tokens hidden throughout the environment. After you collect a Character Token, a new character becomes available for purchase in the tavern. With a total of 64 Character Tokens to collect, these items play an important role in expanding your roster.

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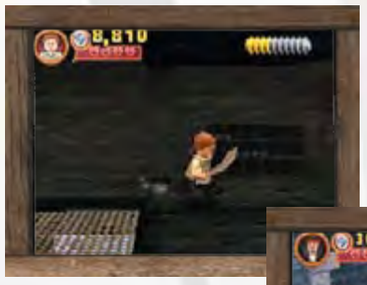
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NOTE

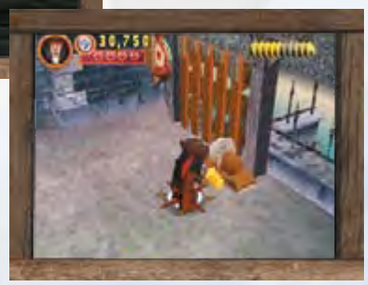
Before you complete 100 percent of the game, you need to purchase 100 percent of the available items. Visit the tavern to trade studs for all available characters, extras, and hints.

EQUIPMENT AND ABILITIES

Sword



A good sword is more than a weapon—it's an indispensable tool. Only characters armed with swords can activate switches or initiate duels.



Switches are common mechanisms that can only be activated by sword-wielding characters. When a properly armed character interacts with a switch, he or she automatically use the sword as a makeshift lever.

NOTE

Because they can be used to fill this role, characters with parasols and wooden staves are considered sword-wielding characters.

DUELING





Rather than attack you outright, formidable opponents will sometimes challenge you to a duel. When a pair of crossed swords appears above an enemy, it means they're waiting for you to accept their challenge. To begin the duel, attack the enemy with a sword-wielding character.

Follow the onscreen button prompts to land a blow on your opponent. Each time you land a hit, your opponent loses one heart. Claim all of your opponent's hearts to win the duel.

Dual Wield



Some characters have developed the skill to wield two swords at the same time. In addition to handling switches and duels, these characters can use their swords to climb special walls.

Thrown Weapons



Thrown weapons are a basic form of ranged attack. Some characters can use grenades, spears, or extra swords to attack enemies, destroy objects, and hit individual sharpshoot targets. Thrown weapons lack precision, but they can be very useful under the right circumstances.

Pistols and Muskets



Pistols and muskets allow for greatly improved ranged attacks. Characters armed with these advanced weapons can hit up to three sharpshoot targets with a single bullet. Press and hold the Ranged Attack button to activate your targeting reticle. Sweep the reticle over up to three valid targets, then release the button to pull off an impressive trick shot.

Compass

Use the compass to track down and recover hard-to-find objects. A compass icon appears on your screen when you're within range of a hidden object. Activate a compass, then follow its needle to pinpoint the hidden object's exact location.



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Grappling Hook



The grappling hook is a surprisingly versatile tool. Characters with grappling hooks can swing across gaps, unlock doors, pull objects to the ground, and run across tightropes to otherwise inaccessible areas. A grappling hook icon appears on your screen when a valid latch point is within range.

Blacksmith



Characters with the blacksmith ability carry large blue hammers on their backs. When you come across a pile of blue LEGO bricks, only a blacksmith character can assemble them.

Shovel



Shovels allow certain characters to uncover buried objects. Look for dig spots in the environment, then use a properly equipped character to reveal LEGO bricks, treasure chests, and more.

Dutchman Lantern



Tendrils of living coral can sprout up in the environment, rendering the affected objects unusable. *Flying Dutchman* crew members can use the light from their lanterns to repel living coral, restoring these objects to working order. A lantern icon appears on your screen when living coral is somewhere nearby.



The *Dutchman* lantern also allows its bearer to pass through coral patches on walls or floors. When a properly equipped character touches a coral patch, he is automatically transported to a new location.



Characters equipped with *Dutchman* lanterns can also breathe underwater. Use these characters to explore the ocean depths without the need for an oxygen supply.

Mystic Magic



Some characters can use mystic magic to manipulate their surroundings. Use these talented individuals to reveal unseen objects, dismantle obstacles, and more. Look for the green glow of mystic magic spots and objects that can be affected by this ability.

Cursed



Cursed characters can use moonlight to reveal their true form. When the curse is activated, these characters are temporarily granted super strength and underwater breathing.



Use super strength to destroy doors and barriers marked with the skull and crossbones. When a cursed character steps into a spot of moonlight, the cursed icon appears on your screen. Super strength and underwater breathing remain active until the icon disappears.

Pirate Captain



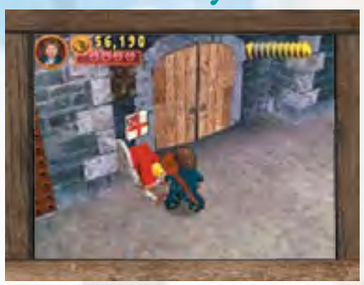
Pirate captains can use special switches. When you find a black switch marked with a pirate flag, only a pirate captain can activate it.

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Navy Crew Member



Navy crew members can use special switches. When you find a red switch marked with a Navy flag, only a Navy crew member can use it.

PETS

During your adventures, you'll sometimes come across trained pets. These pets can be used to access new areas, unlock doors, and recover hidden objects. Their help doesn't come free, however. Before a pet does your bidding, you must bribe it with its preferred treat.

Dog



Dogs can use pet doors to reach hidden areas. Additionally, dogs can use dig spots, and even carry recovered items back to your party. Before you can take control of a dog, you must buy its loyalty with a bone.

Monkey

Like dogs, monkeys can be used to reach the hidden areas beyond pet doors. These mischievous little pets don't have any other special abilities, but they can be used to collect otherwise unreachable items and trigger pressure plates. Before you can take control of a monkey, you must offer a banana in trade.



Parrot



Parrots can fly over obstacles and through small openings. These crafty birds can use special tiles to unlock doors and reveal new paths. Before you can take control of a parrot, you must win its favor with a sack of birdseed.

GENERAL TIPS

- Break everything! Scour every nook and cranny for breakable objects. Barrels, crates, plants, furniture—attack every object you see. Studs, collectibles, and important puzzle items are often hidden in common objects.
- When you revisit a mission in Free Play, retrace all of your steps. With a full party of new characters, you can often skip actions or areas that were necessary in Story mode. However, when you bypass these basic steps in Free Play, it's much more difficult to earn a True Pirate rating. Take the time to break every object, build every switch, and open every door—just as you did the first time you visited the area.
- Plan your early purchases. Some characters are extremely expensive, and you'll need millions of studs to buy every item in the tavern. Consider saving up to buy stud multipliers before you worry about expanding your roster of playable characters.

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Cast of Characters

With a roster of no less than 124 playable characters, it can be a difficult task to keep track of important details. Here we've compiled useful information about each character, including special abilities, stud cost (if any), and any conditions you must meet before the character becomes available.

JACK SPARROW



Equipment/Abilities: Sword, pistol, compass, pirate captain, cursed
Cost: None
Unlock Requirements: None (always available)

JACK SPARROW (JUDGE)



Equipment/Abilities: Sword, pistol, compass, pirate captain
Cost: 500,000 studs
Unlock Requirements: Character Token from London (Free Play)

JACK SPARROW (ALTERNATE)



Equipment/Abilities: Sword, pistol, compass, pirate captain, cursed
Cost: 500,000 studs
Unlock Requirements: Character Token from Battle at Sea (Story)

WILL TURNER



Equipment/Abilities: Dual wield, thrown weapon
Cost: None
Unlock Requirements: Complete Port Royal

JACK SPARROW (PELEGOSTOS)



Equipment/Abilities: Sword, pistol, compass, pirate captain
Cost: None
Unlock Requirements: Complete Isla de Pelegostos

WILL TURNER (PIRATE)



Equipment/Abilities: Dual wield, thrown weapon
Cost: None
Unlock Requirements: Complete Isla de Pelegostos

JACK SPARROW (DUTCHMAN)



Equipment/Abilities: Sword, pistol, *Dutchman* lantern, pirate captain
Cost: 500,000 studs
Unlock Requirements: Character Token from Davy Jones' Key (Story)

WILL TURNER (BUCCANEER)



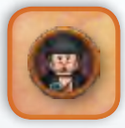
Equipment/Abilities: Dual wield, thrown weapon
Cost: 200,000 studs
Unlock Requirements: Character Token from Port Royal (Free Play)

JACK SPARROW (CREW)



Equipment/Abilities: Sword, pistol, compass, pirate captain
Cost: 500,000 studs
Unlock Requirements: Character Token from Isla de Pelegostos (Story)

WILL TURNER (DUTCHMAN)



Equipment/Abilities: Dual wield, thrown weapon, *Dutchman* lantern, pirate captain
Cost: 500,000 studs
Unlock Requirements: Character Token from The Maelstrom (Story)

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WILL TURNER (YOUNG)



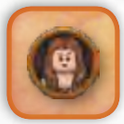
Equipment/Abilities: None
Cost: 40,000 studs
Unlock Requirements: Character Token from Battle at Sea (Story)

ELIZABETH SWANN



Equipment/Abilities: Sword, grappling hook
Cost: None
Unlock Requirements: Complete Battle at Sea

ELIZABETH SWANN (PETTICOAT)



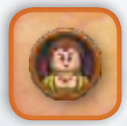
Equipment/Abilities: Sword, grappling hook
Cost: 50,000 studs
Unlock Requirements: Character Token from Battle at Sea (Free Play)

ELIZABETH SWANN (REDCOAT)



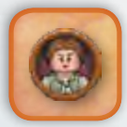
Equipment/Abilities: Sword, grappling hook
Cost: None
Unlock Requirements: Complete Isla de Muerta

ELIZABETH SWANN (WEDDING)



Equipment/Abilities: Sword, grappling hook
Cost: 50,000
Unlock Requirements: Character Token from Escape the *Dutchman* (Story)

ELIZABETH SWANN (STOWAWAY)



Equipment/Abilities: Sword, grappling hook
Cost: None
Unlock Requirements: Complete Isla Cruces

ELIZABETH SWANN (SINGAPORE)



Equipment/Abilities: Sword, pistols, grappling hook
Cost: None
Unlock Requirements: Complete Singapore

ELIZABETH SWANN (ROBES)



Equipment/Abilities: Sword, grappling hook
Cost: 50,000 studs
Unlock Requirements: Complete Escape the *Dutchman*

ELIZABETH SWANN (PIRATE)



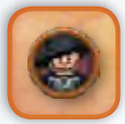
Equipment/Abilities: Sword, pistols, pirate captain
Cost: None
Unlock Requirements: Complete The Maelstrom

ELIZABETH SWANN (YOUNG)



Equipment/Abilities: None
Cost: 40,000 studs
Unlock Requirements: Character Token from Isla de Muerta (Free Play)

HECTOR BARBOSSA



Equipment/Abilities: Sword, pistol, pirate captain, cursed
Cost: 1,000,000 studs
Unlock Requirements: Complete Isla de Muerta

HECTOR BARBOSSA (PRIVATEER)



Equipment/Abilities: Sword, pistol, Navy crew member
Cost: None
Unlock Requirements: Complete White Cap Bay

DAVY JONES



Equipment/Abilities: Sword, pistol, *Dutchman* lantern, pirate captain
Cost: 1,000,000 studs
Unlock Requirements: Complete The Maelstrom

DAVY JONES (HUMAN)



Equipment/Abilities: Sword, pistol, pirate captain
Cost: 50,000 studs
Unlock Requirements: Character Token from Escape the *Dutchman* (Story)

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BLACKBEARD



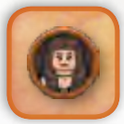
Equipment/Abilities: Dual wield, pistols, mystic magic, pirate captain
Cost: 1,000,000 studs
Unlock Requirements: Complete The Fountain of Youth

ANGELICA (DISGUISE)



Equipment/Abilities: Sword, grappling hook
Cost: None
Unlock Requirements: Complete London

ANGELICA



Equipment/Abilities: Sword, grappling hook
Cost: None
Unlock Requirements: Complete The Fountain of Youth

JAMES NORRINGTON



Equipment/Abilities: Sword, shovel, Navy crew member
Cost: 50,000 studs
Unlock Requirements: Character Token from Isla de Muerta (Free Play)

JAMES NORRINGTON (PIRATE)



Equipment/Abilities: Sword, shovel, Navy crew member
Cost: None
Unlock Requirements: Complete Isla Cruces

JAMES NORRINGTON (ADMIRAL)



Equipment/Abilities: Sword, shovel, Navy crew member
Cost: 30,000 studs
Unlock Requirements: Character Token from Escape the *Dutchman* (Free Play)

SAO FENG



Equipment/Abilities: Sword, grappling hook, pirate captain
Cost: 500,000 studs
Unlock Requirements: Character Token from Singapore (Story)

PHILIP SWIFT



Equipment/Abilities: Sword, shovel
Cost: None
Unlock Requirements: Complete The Fountain of Youth

COACH DRIVER



Equipment/Abilities: Sword, shovel
Cost: 10,000 studs
Unlock Requirements: Character Token from White Cap Bay (Free Play)

JOSHAMEE GIBBS



Equipment/Abilities: Sword, shovel, blacksmith
Cost: None
Unlock Requirements: Complete Tortuga

MARTY



Equipment/Abilities: Sword, musket, blacksmith
Cost: 20,000 studs
Unlock Requirements: Complete Tortuga

PINTEL



Equipment/Abilities: Sword, thrown weapon, shovel, cursed
Cost: 50,000 studs
Unlock Requirements: Complete Isla Cruces

PINTEL (DRESS)



Equipment/Abilities: Sword, thrown weapon, shovel, cursed
Cost: 70,000 studs
Unlock Requirements: Character Token from Isla de Muerta (Free Play)

RAGETTI



Equipment/Abilities: Sword, pistol, cursed
Cost: 50,000 studs
Unlock Requirements: Complete Isla Cruces

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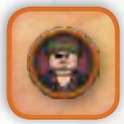
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RAGETTI (DRESS)



Equipment/Abilities: Sword, pistol, cursed
Cost: 70,000 studs
Unlock Requirements: Character Token from Isla de Muerta (Free Play)

RAGETTI (EYEPATCH)



Equipment/Abilities: Sword, pistol, cursed
Cost: 70,000 studs
Unlock Requirements: Character Token from London (Free Play)

TIA DALMA



Equipment/Abilities: Mystic magic
Cost: 90,000 studs
Unlock Requirements: Character Token from London (Free Play)

TIA DALMA (SINGAPORE)



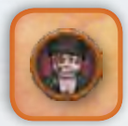
Equipment/Abilities: Mystic magic
Cost: None
Unlock Requirements: Complete Singapore

COTTON



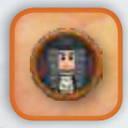
Equipment/Abilities: Sword, shovel
Cost: 30,000 studs
Unlock Requirements: Complete Tortuga

BOOTSTRAP BILL TURNER



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: None
Unlock Requirements: Complete Davy Jones' Key

WEATHERBY SWANN



Equipment/Abilities: Sword, shovel, Navy crew member
Cost: 20,000 studs
Unlock Requirements: Complete Port Royal

WEATHERBY SWANN (CAPTIVE)



Equipment/Abilities: Sword, shovel, Navy crew member
Cost: 20,000 studs
Unlock Requirements: Character Token from Isla de Pelegostos (Story)

LORD CUTLER BECKETT



Equipment/Abilities: Sword, pistol, Navy crew member
Cost: 20,000 studs
Unlock Requirements: Character Token from Isla de Pelegostos (Story)

MERCER



Equipment/Abilities: Dual wield, pistol, Navy crew member
Cost: 20,000 studs
Unlock Requirements: Character Token from The Fountain of Youth (Story)

MR. BROWN



Equipment/Abilities: Blacksmith
Cost: None
Unlock Requirements: Complete Port Royal

THE SPANIARD



Equipment/Abilities: Dual wield, pistol
Cost: 20,000 studs
Unlock Requirements: Complete The Fountain of Youth

GROVES



Equipment/Abilities: Sword, Navy crew member
Cost: 15,000 studs
Unlock Requirements: Character Token from White Cap Bay (Story)

LT. GILLETTE



Equipment/Abilities: Sword, Navy crew member
Cost: 15,000 studs
Unlock Requirements: Character Token from The Fountain of Youth (Free Play)

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MURTOGG



Equipment/Abilities: Sword, blacksmith, Navy crew member
Cost: 20,000 studs
Unlock Requirements: Character Token from Port Royal (Free Play)

MURTOGG (E.I.T.C.)



Equipment/Abilities: Sword, blacksmith, Navy crew member
Cost: None
Unlock Requirements: Complete Escape the *Dutchman*

MURTOGG (PIRATE)



Equipment/Abilities: Sword, blacksmith
Cost: 20,000 studs
Unlock Requirements: Character Token from *Queen Anne's Revenge* (Story)

MULLROY



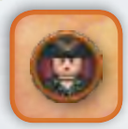
Equipment/Abilities: Sword, musket, Navy crew member
Cost: 20,000 studs
Unlock Requirements: Character Token from Port Royal (Free Play)

MULLROY (E.I.T.C.)



Equipment/Abilities: Sword, musket, Navy crew member
Cost: None
Unlock Requirements: Complete Escape the *Dutchman*

MULLROY (PIRATE)



Equipment/Abilities: Sword, musket
Cost: 20,000 studs
Unlock Requirements: Character Token from *Queen Anne's Revenge* (Free Play)

ANAMARIA



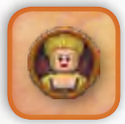
Equipment/Abilities: Sword, grappling hook
Cost: None
Unlock Requirements: Complete Tortuga

SCARLETT



Equipment/Abilities: Grappling hook
Cost: 10,000 studs
Unlock Requirements: Character Token from Tortuga (Free Play)

GISELLE



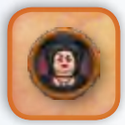
Equipment/Abilities: Grappling hook
Cost: 10,000 studs
Unlock Requirements: Character Token from Tortuga (Free Play)

LIAN



Equipment/Abilities: Sword, grappling hook
Cost: 50,000 studs
Unlock Requirements: Character Token from Escape the *Dutchman* (Story)

PARK



Equipment/Abilities: Sword, grappling hook
Cost: 50,000 studs
Unlock Requirements: Character Token from Singapore (Story)

STENG



Equipment/Abilities: Dual wield
Cost: 30,000 studs
Unlock Requirements: Character Token from Singapore (Free Play)

TAI HUANG



Equipment/Abilities: Dual wield
Cost: 30,000 studs
Unlock Requirements: Character Token from Singapore (Story)

MISTRESS CHING



Equipment/Abilities: Sword, pistol, grappling hook, pirate captain
Cost: 100,000 studs
Unlock Requirements: Complete Shipwreck Cove

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AMMAND



Equipment/Abilities: Dual wield, pistol, pirate captain
Cost: None
Unlock Requirements: Complete Shipwreck Cove

CHEVALLE



Equipment/Abilities: Sword, pistol, pirate captain
Cost: 100,000 studs
Unlock Requirements: Character Token from Shipwreck Cove (Story)

JOCARD



Equipment/Abilities: Sword, pistol, pirate captain
Cost: 100,000 studs
Unlock Requirements: Character Token from Shipwreck Cove (Free Play)

SUMBHAJEE ANGRIA



Equipment/Abilities: Sword, pistol, pirate captain
Cost: 100,000 studs
Unlock Requirements: Character Token from Shipwreck Cove (Story)

EDUARDO VILLANUEVA



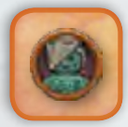
Equipment/Abilities: Sword, pistol, pirate captain
Cost: 100,000 studs
Unlock Requirements: Character Token from Shipwreck Cove (Story)

MACCUS



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from The Maelstrom (Free Play)

HADRAS



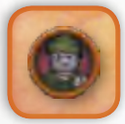
Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from The Kraken (Free Play)

CLANKER



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: None
Unlock Requirements: Complete The Kraken

KOLENIKO



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: None
Unlock Requirements: Complete The Kraken

WHEELBACK



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from The Maelstrom (Free Play)

MOREY



Equipment/Abilities: Dual wield, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from The Maelstrom (Story)

PIPER



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from The Kraken (Free Play)

PENROD



Equipment/Abilities: Dual wield, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from The Kraken (Story)

RATLIN



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Complete Davy Jones' Key

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QUITTANCE



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: None
Unlock Requirements: Complete Davy Jones' Key

CRASH



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from Davy Jones' Key (Story)

PALIFICO



Equipment/Abilities: Dual wield, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Complete Davy Jones' Key

FINNEGAN



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from Davy Jones' Key (Story)

OLD HADDY



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from Isla Cruces (Story)

GREENBEARD



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Complete The Kraken

OGILVEY



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from Isla Cruces (Story)

JELLY



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from The Kraken (Free Play)

MANRAY



Equipment/Abilities: Dual wield, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from Isla Cruces (Story)

JIMMY LEGS



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Complete The Kraken

ANGLER



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from Isla Cruces (Story)

BO'SUN



Equipment/Abilities: Sword, cursed
Cost: 20,000 studs
Unlock Requirements: Character Token from Battle at Sea (Story)

BROONDJONGEN



Equipment/Abilities: Sword, *Dutchman* lantern
Cost: 60,000 studs
Unlock Requirements: Character Token from Davy Jones' Key (Story)

GRAPPLE



Equipment/Abilities: Sword, grappling hook, cursed
Cost: 20,000 studs
Unlock Requirements: Complete Isla de Muerta

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KOEHLER



Equipment/Abilities: Dual wield, cursed
Cost: 20,000 studs
Unlock Requirements: Complete Isla de Muerta

JACOBY



Equipment/Abilities: Sword, thrown weapon, cursed
Cost: None
Unlock Requirements: Complete Isla de Muerta

CLUBBA



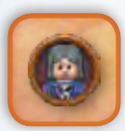
Equipment/Abilities: Sword, cursed
Cost: None
Unlock Requirements: Complete Isla de Muerta

MONK



Equipment/Abilities: Dual wield, cursed
Cost: 20,000 studs
Unlock Requirements: Complete Battle at Sea

MALLOT



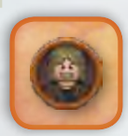
Equipment/Abilities: Sword, cursed
Cost: 20,000 studs
Unlock Requirements: Complete Battle at Sea

TWIGG



Equipment/Abilities: Sword, cursed
Cost: None
Unlock Requirements: Complete Battle at Sea

SCRATCH



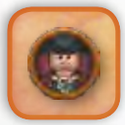
Equipment/Abilities: Sword, cursed
Cost: None
Unlock Requirements: Complete Battle at Sea

QUARTERMASTER



Equipment/Abilities: Sword, mystic magic
Cost: 50,000 studs
Unlock Requirements: Complete *Queen Anne's Revenge*

SCRUM



Equipment/Abilities: Sword, blacksmith
Cost: None
Unlock Requirements: Complete *Queen Anne's Revenge*

GUNNER



Equipment/Abilities: Sword, mystic magic
Cost: 50,000 studs
Unlock Requirements: Complete *Queen Anne's Revenge*

SALAMAN



Equipment/Abilities: Sword, shovel
Cost: 30,000 studs
Unlock Requirements: Character Token from *Queen Anne's Revenge* (Free Play)

EZEKIEL



Equipment/Abilities: Sword, blacksmith
Cost: 30,000 studs
Unlock Requirements: Complete White Cap Bay

GARHENG



Equipment/Abilities: Sword, shovel
Cost: 30,000 studs
Unlock Requirements: Complete White Cap Bay

DERRICK



Equipment/Abilities: Sword, blacksmith
Cost: 10,000 studs
Unlock Requirements: Character Token from White Cap Bay (Free Play)

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CABIN BOY



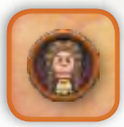
Equipment/Abilities: Sword, shovel
Cost: 10,000 studs
Unlock Requirements: Character Token from White Cap Bay (Free Play)

COOK



Equipment/Abilities: Sword, shovel
Cost: 10,000 studs
Unlock Requirements: Character Token from *Queen Anne's Revenge* (Free Play)

KING GEORGE II



Equipment/Abilities: Sword, Navy crew member
Cost: 10,000 studs
Unlock Requirements: Complete London

NAVY SOLDIER



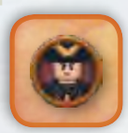
Equipment/Abilities: Sword, musket, Navy crew member
Cost: 8,000 studs
Unlock Requirements: Character Token from Port Royal (Story)

NAVY CAPTAIN



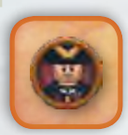
Equipment/Abilities: Sword, pistol, Navy crew member
Cost: 8,000 studs
Unlock Requirements: Complete Port Royal

E.I.T.C. SOLDIER



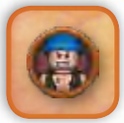
Equipment/Abilities: Sword, musket, Navy crew member
Cost: 5,000 studs
Unlock Requirements: Complete Singapore

E.I.T.C. CAPTAIN



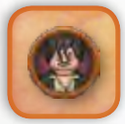
Equipment/Abilities: Sword, pistol, Navy crew member
Cost: 8,000 studs
Unlock Requirements: Complete Singapore

TORTUGA PISTOLEER



Equipment/Abilities: Dual wield, pistol
Cost: 5,000 studs
Unlock Requirements: Character Token from Tortuga (Free Play)

TORTUGA MUSKETEER



Equipment/Abilities: Sword, musket, grappling hook
Cost: 8,000 studs
Unlock Requirements: Character Token from Tortuga (Free Play)

HUNGRY CANNIBAL



Equipment/Abilities: Dual wield, thrown weapon
Cost: 10,000 studs
Unlock Requirements: Complete Isla de Pelegostos

ANGRY CANNIBAL



Equipment/Abilities: Sword, thrown weapon, mystic magic
Cost: 10,000 studs
Unlock Requirements: Complete Isla de Pelegostos

EXECUTIONER



Equipment/Abilities: Sword, shovel
Cost: 20,000 studs
Unlock Requirements: Character Token from Isla de Pelegostos (Story)

PALACE GUARD



Equipment/Abilities: Sword, musket, Navy crew member
Cost: 5,000 studs
Unlock Requirements: Character Token from London (Free Play)

PALACE GUARD CAPTAIN



Equipment/Abilities: Sword, pistol, Navy crew member
Cost: 8,000 studs
Unlock Requirements: Complete London

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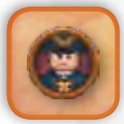
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SPANISH SOLDIER



Equipment/Abilities: Sword, musket
Cost: 5,000 studs
Unlock Requirements: Character Token from The Fountain of Youth (Free Play)

SPANISH CAPTAIN



Equipment/Abilities: Sword, pistol
Cost: 8,000 studs
Unlock Requirements: Character Token from The Fountain of Youth (Free Play)

NOTE

You can use special codes to unlock a variety of characters. From the main menu, select the "Options" tab, followed by the "Codes" tab. After you enter a valid code, the related character is added to your active roster.

Character Unlock Codes

Character	Code
Davy Jones	4DJLKR
Blackbeard	D3DW0D
Jimmy Legs	13GLW5
Green Beard	N433GD
King George II	RKED43
Quartermaster	RX58HU
Gunner	Y611WB
The Spaniard	P861JO
Ammand	EW8T6T
Mistress Ching	GDETDE
Clubba	644THF
Koehler	RT093G
Jacoby	BW0656
Ratlin	PLK567
Weatherby Swann	LD9454
Philip Swift	WEV040
Angry Cannibal	VGF32C
Hungry Cannibal	64BNHG
Angelica (Disguise)	DLRR45
Clanker	ZM37GT
Twigg	KDLFKD

CAUTION

When you enter a character code, it affects all of your game slots. These characters can each be unlocked by playing through the game. Make sure you're comfortable bypassing content before using any of these codes!



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Walkthrough

The Curse of the Black Pearl

CHAPTER I: PORT ROYAL

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	Assemble and use the pirate captain switch near the smithy's right wall.
2	Free Play	Ship Bottle	Use the moonlight on the smithy's upper level, then destroy the barrier along the wall.
3	Story	Character Token	Before you duel Jack on the smithy's upper level, collect the Character Token above the large gears.
4	Free Play	Character Token	When you revisit the jail, collect the Character Token from Jack's cell.
5	Free Play	Ship Bottle	Assemble and activate the blue switch in the jail. Use the moonlight, then break through the nearby cell. Find the dig spot outside.
6	Free Play	Ship Bottle	After you break through the jail wall, move to the right. Assemble and use the pirate captain switch. Take the lift up, then hit the sharpshoot targets to the left.
7	Free Play	Ship Bottle	When you reach the courtyard past the jail, grapple up to the wall and find the bottle above the gate.
8	Story	Red Brick	When you reach the first beach, find the rowboat challenge near the water. Complete the challenge to open the large chest.
9	Free Play	Ship Bottle	Activate the mystic magic spot just past the first beach. Climb the LEGO wall, then jump to the moonlight. Look for the floating bottle near the wooden walkway.
10	Free Play	Character Token	Use the moonlight on the wooden walkway, then drop down and break through the doors to the right. Build and use the cannon, then climb along the LEGO wall.
11	Free Play	Ship Bottle	Use the moonlight on the wooden walkway, then drop down and break through the doors to the right. Rebuild the ship's wheel on the hidden area's far side.
12	Free Play	Character Token	Use the Navy crew member switch past the first beach Enter the small courtyard and climb the stairs to the right. Smash the barrel at the top of the stairs.
13	Free Play	Ship Bottle	Use the Navy crew member switch past the first beach. Enter the small courtyard, then use the moonlight to break through the marked barrier.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 30,000	**DS:** 52,000
3DS/PSP: 34,000	**3DS/PSP:** 55,000



Objective 1: Repair the Smithy



Before they can resume their duties, Will Turner and Mr. Brown must get the smithy's equipment in working order.



Move to the right and approach the broken gear across the smithy. Use the pile of brown LEGO bricks to build the gear's missing section.



Use Mr. Brown's blacksmith ability to repair the nearby blue winch. After you fix the winch, a key appears in the lock to the right. Turn the key to raise the gear into place; the donkey to the left stands up. Smash the barrel to your right and assemble a pirate captain switch.

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Freeplay

COLLECTIBLE 1: SHIP BOTTLE

Select any valid character in your party to activate the pirate captain switch. When the gate opens, run inside and collect the Ship Bottle to the right.



Move back to the left; ride the donkey around its path until a sword falls out of the forge. Jump off the donkey and grab the sword from the ground.



Objective 2: Defeat Jack Sparrow



After being discovered in the smithy, Jack Sparrow challenges Will Turner to a duel. Select Will Turner, then use a sword attack to begin the duel.

After you lock blades with Jack, repeatedly tap the indicated button to fill the meter at the bottom of the screen. When the meter is completely filled, you get an opportunity to land a blow on your opponent.



Follow the button prompts as they appear on the screen. You have a short time to input each command as it appears; if you press the correct button within the time limit, a green circle appears on the bottom of the screen. If you press the wrong button (or fail to act within the time limit), a red circle appears on the bottom of the screen. Correctly input at least two of the three button prompts to damage your opponent.



Each time you land a blow in a duel, your opponent loses a heart. Repeat the process to take Jack's remaining heart and send him running.



CAUTION

If you fail to successfully complete any phase of a duel, it costs you one of your hearts.

After you win the duel, Jack manages to catapult himself to the smithy's upper level. Before you pursue him, search the smithy's lower level for studs. Look for any remaining objects to build or destroy. There are several blue studs in the area, so be sure to grab them all before you continue.



To follow Jack Sparrow, assemble the LEGO wall near the wagon. Use Will Turner to climb up the wall, then follow the path to the right.



When you reach the corner, drop down to the moonlight past the ladder.



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Freeplay

COLLECTIBLE 2: SHIP BOTTLE



Select a cursed character and stand in the moonlight. Climb back up the ladder and move to the marked barrier; rip the barrier apart before the skull icon disappears from the screen's lower-right corner. Step through the opening and collect the Ship Bottle to the right. Pick up the studs hidden behind the wall, then head back into the smithy.

COLLECTIBLE 3: CHARACTER TOKEN



Move past the moonlight on the smithy's upper level and jump onto the large gears. Grab the Character Token between the two gears, then collect the nearby studs.



Collect the studs around the walkway, then bounce on the netting to reach the studs high above you. When you're ready to continue, attack Jack Sparrow to initiate another duel. Land two successful blows to win the duel. After you defeat Jack, he's arrested and thrown into jail.

Objective 3: Help Jack Escape



When Elizabeth is kidnapped by Barbossa's crew, Will decides Jack Sparrow may be of some help. Locate Jack in one of the cells, then assemble the nearby switch. When you activate the switch, the bars fall away from the cells and Jack Sparrow joins your party.

Freeplay

COLLECTIBLE 4: CHARACTER TOKEN



When you visit this area during Free Play, Jack Sparrow isn't in the jail. Use the switch to remove the bars, then collect the Character Token from Jack's cell.



Select Jack and enter the cell to the right. Stand in front of the hanging skeleton and aim Jack's pistol at the sharpshoot target. After the skeleton falls, walk over and grab the bone from the ground.



Move past the cells to the right and give the bone to the dog near the end of the hall. Take control of the dog, then pass through the pet door to the left. You emerge from the pet door in the nearby cell.



Use the dog to recover a buried key from the dig spot. Grab the studs to the left, then pick up the key and head back through the pet door.



Take the key to the lock on the gate's right side. Pop the key into place, then release control of the dog. Use the two keys to unlock the gate. Before you leave, move back to the left; search the hallway for breakable objects you passed while carrying the bone.

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Freeplay

COLLECTIBLE 5: SHIP BOTTLE



Locate the moonlight spot, then use a blacksmith to assemble the blue switch just outside the cell. Use the switch to open the cell door, then move a cursed character into the moonlight.



Step back into the hall, then break into the cell to your left. Break through the wall before the moonlight's effect wears off, then exit through the hole.



Follow the steps down to the dig spot at the end of the path. Use a character with the shovel ability to uncover the buried Ship Bottle. Grab the nearby studs, then return to the hole in the jail's wall.

COLLECTIBLE 6: SHIP BOTTLE



Before you head back into the jail, follow the path to the right. After you cross the plank, smash the barrels at the end of the path. Assemble a pirate captain switch, then use the switch to activate the lift. Ride up to the wall above you.



Step off the lift and clear out the two soldiers to the left. Stand near the sharpshoot targets. Select an appropriately armed character, then ricochet a single bullet across all three targets. When all three targets turn green, the small cage to your left comes crashing down. Grab the Ship Bottle, then head back down and return to the jail cells.



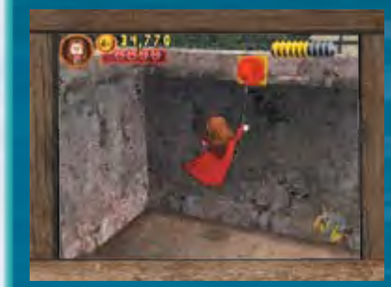
When you're ready to move on, exit the jail through the open gate.



As you emerge from the jail, two soldiers move in to attack. Defeat both soldiers to reveal a key, then use the key in the lock to the right. Use Jack Sparrow's pistol to sharpshoot the exposed targets. Sweep the courtyard for studs, then leave through the gate.

Freeplay

COLLECTIBLE 7: SHIP BOTTLE



Before you pass through the gate, select a character with the grappling hook ability. Follow the wall to the left and look for the latch point near the corner. When the grappling hook icon appears in the screen's lower-right corner, swing up to the wall. Follow the studs to the right, then jump to the bottle above the gate.

Objective 4: Commandeer a Ship



Will has managed to break Jack Sparrow out of jail, but the two will need a ship before they can chase down the *Black Pearl*. Follow the studs down to the sand. When the compass icon appears on the screen, select Jack and activate his compass ability.



Move past the dig spot to the right, then follow the arrow until a red "X" appears on the sand. To uncover the hidden object, stand on the mark and put Jack's compass away. When the bone appears, pick it up and walk to the left. Use the bone to take control of the dog, then head back over to the right.

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Move the dog onto the dig spot. Uncover the buried Build-it box, then release control of the dog. Use Jack or Will to carry the box to the right. Drop the box onto the Build-it plate near the end of the beach, then use the pieces to assemble a switch.



When you activate the switch, a rope ladder drops down from the walkway to the right.



When you're ready to continue, climb up the ladder and deal with the patrolling soldiers. Move to the right, then follow the wall up to find a second group of soldiers guarding the gate. When he spots you, the soldier will fire at you with his musket. To defeat the enemy before he attacks, fire Jack's pistol as you run toward the gate.



Activate the switch near the gate, then use Jack's pistol to shoot the target. Before you leave, circle the area for studs and breakable objects. Jump up to grab some of the studs above the mystic magic spot, then assemble the Navy crew member switch near the locked doors.



COLLECTIBLE 8: RED BRICK



Before you leave the beach, follow the sand all the way to the left. Find the large chest near the water, then hop into the nearby rowboat. When you take control of the boat, a 14-second timer appears in the upper-left corner of the screen.

Follow the studs through the barrels to the right. Each checkpoint is marked by two barrels; steer the boat through all four checkpoints within the time limit to complete the challenge.



If you succeed, the large chest bursts open to reveal a Red Brick. Head back over and collect your reward.



When you collect this Red Brick, the "banana sword" extra is unlocked. Visit the tavern to purchase this extra for 100,000 studs.

Freeplay

COLLECTIBLE 9: SHIP BOTTLE



Select a valid character, then stand in the green light and use mystic magic to reveal a LEGO wall. Select a character that wields two swords, then climb up the wall.

When you reach the top of the wall, hop off to the left. Move to the edge of the platform, then jump to the moonlight on the wooden walkway.



Collect the studs along the walkway. A section of the walkway's railing is missing; drop down and grab the floating bottle. As you start to fall, turn back to face the walkway. If you manage to grab onto the bar, pull yourself up and head back to the moonlight. If you fall to the sand, follow your original route to return to the walkway.



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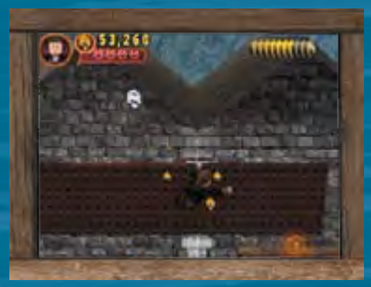
Freeplay

COLLECTIBLE 10: CHARACTER TOKEN



Select a cursed character, then stand in the moonlight. Drop down from the walkway and run to the right. Break through the marked barrier to reveal a hidden area.

Enter the hidden area and move to the right. Assemble the cannon, then use it to fire yourself back to the left. When you land, use the LEGO wall to climb along the front of the building. Collect the Character Token to the right, then drop back down to the ground.



COLLECTIBLE 11: SHIP BOTTLE



Move to the right until you discover the soldier. Take out the enemy, then collect the nearby studs. When you reach the hidden area's far edge, use a blacksmith to assemble the ship's wheel. Activate the wheel to open the hatch. After you collect the bottle, head back to the left and exit the area.

COLLECTIBLE 12: CHARACTER TOKEN



Return to the Navy crew member switch. Select a valid character, then use the switch to open the locked doors. Pass through the doors to enter a small courtyard.



Clear out the enemy soldiers, then continue to the right. Climb the stairs to find a single barrel—smash the barrel to reveal a Character Token.

COLLECTIBLE 13: SHIP BOTTLE



Move a cursed character to the courtyard's moonlight spot. Run to the left and break through the marked barrier. Look for breakable objects and collect any remaining studs. When you're ready to leave the courtyard, exit through the doors on the left.

Pass through the gate, then follow the water to the left. Look for breakable plants, and be sure to collect the studs hidden under the bridge. Swim to the right until you reach the docks. When you receive the onscreen prompt, press the indicated button to dive down into the water.



Keep diving until you reach the ocean floor. Locate the yellow clamshell, then grab the nearby gear. Carry the gear to the lift, then place it in one of the empty slots. Return to the yellow clamshell to top off your air supply, then run to the left.



When the icon appears, use Jack Sparrow's compass to track down the second gear. Return to the lift and place the gear in the remaining slot, then use the ship's wheel to open the lift. Search the area for extra studs. When you're ready to move on, tap the Jack button and swim into the lift.



CAUTION

Pay attention to your air supply during dives. Whenever your air runs low, find a yellow clamshell or hold the Jack button to return to the surface.

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When the lift stops, step onto the docks and descend the ramp to your left. Defeat the soldiers near the key, then smash all of the breakable objects in the area. Collect the studs on the dock's lower level, then grab the key and head back up the ramp.

Stand near the stone column and place the key in the lock. Turn the key until a rope drops down from above you. Collect any remaining studs, then climb up the rope. When you're ready to leave, slide down the thin line to commandeer one of the Navy's ships.



PORT ROYAL STORY REWARDS

- The Will Turner and Mr. Brown characters are available for Free Play.
- The Weatherby Swann and Navy Captain characters can be purchased in the tavern.
- The Tortuga, Isla de Pelegostos, Singapore, and London Story missions are unlocked.
- Port Royal is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the Character Token in Story mode, the Navy Soldier character can be purchased in the tavern.
- After you collect the three Character Tokens in Free Play, the Will Turner (Buccaneer), Murtogg, and Mullroy characters can be purchased in the tavern.

The Curse of the Black Pearl

CHAPTER II: TORTUGA

Collectibles

No.	Mode	Item	Notes
1	Free Play	Character Token	Near the start of the mission, jump off the pier's left side and find the rocky area along the coast. Use mystic magic on the stone pile to expose the large chest.
2	Free Play	Ship Bottle	Use the coral patch near the broken wagon to enter the locked room.
3	Free Play	Ship Bottle	Use the coral patch near the broken wagon to reach the hidden moonlight, then return to the marked gate near the pier. Use a compass to track down a key, then open the boathouse to find a large chest.
4	Free Play	Red Brick	When you reach the village well, clear the living coral away from the switch to the left. Use the moonlight to break into the graveyard, then dig up the bell. Use mystic magic to hang the bell, then jump up and grab the pull cord.
5	Free Play	Ship Bottle	When you reach the village well, clear the living coral from the switch to the left. Use the moonlight to break into the graveyard. Drop down to the covered well, then activate the mystic magic spot.
6	Free Play	Character Token	After you drop down to the graveyard's lower level, dig up the graves to the right. The Character Token is located in one of the revealed chests.
7	Free Play	Ship Bottle	After you drop down to the graveyard's lower level, dig up the graves to the right. The bottle is located in one of the revealed chests.
8	Free Play	Ship Bottle	Activate the mystic magic spot just inside the barroom. Use the switch to reveal a rope ladder, then climb up to the beams.
9	Free Play	Ship Bottle	When you reach the barroom's interior balcony, use mystic magic to pull the bars out of the wall.
10	Free Play	Character Token	After you rescue Anamaria, activate the mystic magic spot on the barroom's exterior balcony. Use a grappling hook to create a tightrope; move across the tightrope and follow the path up to the rooftops.
11	Story	Ship Bottle	When you reach the pigsty, bring all five pigs to the patch of mud.
12	Story	Ship Bottle	Assemble the blue bricks on the village center's right side.
13	Free Play	Character Token	Before you recruit Cotton, use the mystic magic spot on the room's left side. Activate the revealed switch and climb up to open the large chest.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 15,000	**DS:** 41,000
3DS/PSP: 25,000	**3DS/PSP:** 46,000

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Objective 1: Find Marty

Needing a crew for their newly acquired ship, Jack Sparrow and Will Turner sail to Tortuga. Several of Jack's known associates are thought to be somewhere on the island, but tracking them down may not be such an easy task. Collect the studs along the pier and make your way to the island.



TIP

Look for the extra studs in the water off the pier's right side.

Before you step onto the island, drop into the water to the left. Follow the studs through the water and look for the patch of sand at the edge of the island. Follow the trail of blue and gold studs along the coast, then continue up to the rock formation past the sand.



Freeplay

COLLECTIBLE 1: CHARACTER TOKEN



When you reach the rocky area along the coast, locate the stones piled against a large chest. Approach the chest and use mystic magic to move the stone pile. Open the chest to reveal a Character Token.

Return to the pier and enter the village. Move to the right and grab the studs near the marked gate, then turn back and follow the buildings up to the broken wagon.



Freeplay

COLLECTIBLE 2: SHIP BOTTLE

When you reach the broken wagon, look for the coral patch near the stairs to the right. Select a member of the *Dutchman* crew, then step onto the coral to enter the nearby locked room. When you emerge from the coral, you automatically collect the hidden bottle.



COLLECTIBLE 3: SHIP BOTTLE



After you pass through the coral patch, the locked room's doors swing open. Select a cursed character and step into the moonlight, then exit the room through the door to the right.

Head back down between the buildings and return to the marked gate at the end of the path. Open the gate and enter the secret area to the right.



Defend yourself from the enemy pirate, then use Jack's compass to locate a buried key. Use the key to open the boathouse to the right, then go inside and open the large chest. Collect any remaining studs in the area, then exit through the gate and return to the broken wagon.



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Use the two nearby wheels to repair the wagon, then light the powder keg's fuse. When the path is clear, head into the village center.



When you arrive in the village center, a pig bursts out from the barroom across the square. Move past the village well in the center of the area and follow the trail of studs into the barroom.



Freeplay

COLLECTIBLE 4: RED BRICK



Before you enter the barroom, stand near the village well and move to the left. Use a *Dutchman* lantern to clear away the living coral and expose a switch. Use the switch to open the nearby gate, then move a cursed character into the spot of moonlight. Run back to the well, then move straight up to find the marked doors.

Rip the doors open, then enter the graveyard. Use a shovel on the dig spots around the graves. When you uncover the bell, use mystic magic to hang it above the door. Jump onto the pull cord to ring the bell. The door opens to reveal a Red Brick.



When you collect this Red Brick, the "big head" extra is unlocked. Visit the tavern to purchase this extra for 200,000 studs.

COLLECTIBLE 5: SHIP BOTTLE



Move to the ledge past the graves and drop down to the lower level. Move to the left and use the LEGO bricks to build a bouncer. Stand on the mystic magic spot and use a valid character to reveal a lock and key. Turn the key to open the covered well; a bottle pops out and lands near the bouncer.

COLLECTIBLE 6: CHARACTER TOKEN



Move to the right side of the graveyard's lower level. Dig up the first grave to reveal a large chest, then open the chest to find a Character Token.

COLLECTIBLE 7: SHIP BOTTLE



Move to the right side of the graveyard's lower level. Dig up the grave to the far right to reveal a large chest. Inside it, you'll find a bottle. Collect any remaining studs, then use the bouncer to reach to the upper level. When you're ready, leave the graveyard and return to the village center.

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After you enter the barroom, move to the left. Stay close to the bottom of the screen to collect the studs in front of the bar.

Freeplay

COLLECTIBLE 8: SHIP BOTTLE

Locate the mystic magic spot near the barroom entrance. Use mystic magic to reveal a switch, then activate the switch to drop a rope ladder down from the beams above you. Climb up to the beams to find a stash of studs and a Ship Bottle.





When you approach the barroom's left side, a hatch in the floor swings open. Drop down through the hatch to find Marty locked in a cell.



Use Jack's compass to find the Build-it box buried near the room's left wall. Bring the box to the Build-it plate, then use the pieces to build the cell's lock. When you open the cell door, Marty joins your party. Use Marty's blacksmith ability to assemble the blue ladder to the left. Search the area for studs and breakable objects, then jump up to the ladder and climb to the barroom.

Objective 2: Find Anamaria

After you return to the barroom, use the blue bricks to assemble a ship's wheel near the fireplace. Turn the wheel to lower the chandelier to the floor. Hop onto the chandelier. After the chandelier returns to its original position, jump through the studs to the left until you reach the balcony.



When you land, follow the studs to the left. A pirate appears from the door at the end of the balcony. Defeat your attacker, then collect the remaining studs in the area.



Freeplay

COLLECTIBLE 9: SHIP BOTTLE



When you reach the barroom's interior balcony, move to the bars along the wall. Use mystic magic to pull the bars free, then collect the bottle from the alcove.

Enter the door at the end of the balcony to find Anamaria, held captive by pirates. After you defeat the pirate, two more enemies come crashing into the room. Take out the reinforcements to find a key, then use the key to lower Anamaria to the ground.





When you free Anamaria, she joins your party. Move to the left and use Anamaria's grappling hook to open the exit.

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Objective 3: Find Joshamee Gibbs



Leave through the exit to find the barroom's exterior balcony. There is a mystic magic spot to the left. A trail of studs leads around the corner to the right.

Freeplay

COLLECTIBLE 10: CHARACTER TOKEN



Use mystic magic to reveal a latch point on the barroom's exterior balcony. Switch to a character with the grappling hook ability. Run a tightrope to the next balcony, then hop on and move across. Collect the studs along the path to the left. When you reach the ladder, climb up to the rooftop above you.

Move back to the right to find a Character Token past the studs on the rooftop.



When you're ready to move on, follow the barroom's exterior balcony around the corner to the right. Drop down from the balcony. Joshamee Gibbs is sound asleep in the pigsty to the right.



COLLECTIBLE 11: SHIP BOTTLE



When you reach the pigsty, carry all five pigs to the patch of mud. When you place the last pig in the pen, a Ship Bottle appears to the left.

Assemble the ladder and climb up to the pigsty's upper level. Push the large block off the ledge, then drop back down to the ground. Use the pieces to build a trough. A short section of pipe appears on the ground.



Grab the section of pipe and use it to repair the broken pipes on the wall. Climb back up the ladder and use the ship's wheel to turn on the water. When Joshamee Gibbs wakes up, he joins your party.



Select Joshamee and move to the dig spot near the locked gate. Dig up the blue bricks, then repair the gate's locking mechanism. When the gate opens, return to the village center.



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Objective 4: Find Cotton

COLLECTIBLE 12: SHIP BOTTLE



When you return to the village center, move down to find the pile of blue bricks near the stone building. Assemble the bricks to unlock the door and reveal another Ship Bottle.

Move to the dig spot near the village well. Uncover the brown LEGO bricks, then assemble them and use the ship's wheel to pull up a key from the well.





Grab the key and move to the left. Walk along the front of the building until you reach the locked door. Use the key to open the door, then follow the studs into the building.

Cotton is hanging from a chandelier near the windows and a parrot sits on a perch in the center of the room. Move past the parrot and assemble the lock near the windows. The key is on one of the room's balconies. Move to the giant slot machine to the right, then activate the switch to win a sack of bird seed.



Use the bird seed to take control of the parrot. Tap the Jump button repeatedly and fly up to the balcony on the room's right side. Touch down on the parrot tile to unroll the rope ladder. Fly over to the balcony on the room's left side to find a nice selection of studs.



Freeplay

COLLECTIBLE 13: CHARACTER TOKEN

Before you collect the key, activate the mystic magic spot on the room's left side. Use the switch to reveal a rope ladder, then climb up to the balcony above you. Open the large chest at the end of the balcony to discover a Character Token.



Climb up to grab the key on the room's right balcony. Drop down and bring the key to the lock near the windows. Use the lock to lower the chandelier. After Cotton drops to the floor, he joins your party.



TORTUGA STORY REWARDS

- The Joshamee Gibbs and Anamaria characters are available for Free Play.
- The Marty and Cotton characters can be purchased in the tavern.
- The Battle at Sea Story mission is unlocked.
- Tortuga is available for Free Play.

CHARACTER TOKENS

- After you collect the four Character Tokens in Free Play, the Scarlett, Giselle, Tortuga Pistoleer, and Tortuga Musketeer characters can be purchased in the tavern.

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CHAPTER III: BATTLE AT SEA

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	Use the gun deck's mystic magic spot. Activate the pirate captain switch to open the nearby shutter.
2	Story	Character Token	Destroy the three torches mounted on the gun deck.
3	Story	Ship Bottle	Destroy the bin near the Build-it box on the gun deck.
4	Story	Ship Bottle	Destroy the barrel near the Build-it plate on the gun deck.
5	Story	Ship Bottle	Destroy the barrel on the upper deck's left edge. .
6	Free Play	Character Token	Clear away the living coral on the upper deck's left side. Use the ship's wheel to reveal a rope. Climb up and follow the studs to the Character Token.
7	Free Play	Ship Bottle	Activate the mystic magic spot on the upper deck. Use the banana to take control of the monkey, then pass through the pet door to reach the crow's nest.
8	Free Play	Ship Bottle	After you reach the *Black Pearl*, clear away the living coral to the left.
9	Story	Ship Bottle	After you pull the barrel down from the mast, use the empty platform to reach the floating Ship Bottle.
10	Story	Character Token	Move to the *Black Pearl's* right side. Jump onto the boom, then walk out to collect the Character Token.
11	Story	Character Token	When you reach the *Black Pearl's* lower deck, destroy the barrel to the right.
12	Free Play	Ship Bottle	When you reach the *Black Pearl*'s lower deck, clear the living coral away from the sharpshoot target. Use the moonlight to destroy the marked crate.
13	Free Play	Red Brick	Use mystic magic on the cell next to Jack's. Fire the cannon into the marked crate to reveal the Red Brick.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 12,000	**DS:** 18,000
3DS/PSP: 12,500	**3DS/PSP:** 19,500



Objective 1: Return Fire

After Will and Elizabeth reach their ship, Hector Barbossa unleashes a barrage of cannon fire. Use the cannons on the gun deck to launch a counterattack. Run to the left and fire the first cannon straight across to the *Black Pearl*. After you destroy the enemy cannon, move back to the right.



NOTE
Press the Jump button to release your hold on a cannon.

Smash the crate near the open shutter to reveal a pile of blue LEGO bricks. Use Joshamee to assemble the second cannon. Destroy the second enemy cannon, then continue to the right.





Move past the mystic magic spot to find a cannon near a Build-it plate. Fire a shot to destroy the next enemy cannon, then follow the deck to the right.

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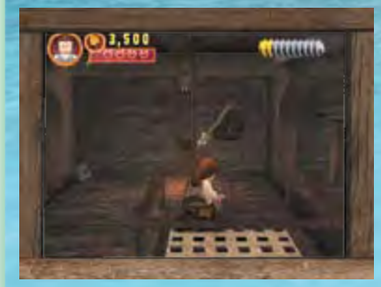
Freeplay

COLLECTIBLE 1: SHIP BOTTLE



Use the gun deck's mystic magic spot to reveal a pirate captain switch. When you activate the switch, the nearby shutter swings open and a Ship Bottle falls to the floor.

COLLECTIBLE 2: CHARACTER TOKEN



Use Will Turner's ranged attack to destroy the three torches mounted on the gun deck. After you destroy all three torches, a Character Token appears on the floor.

When you reach bars to the right, use Elizabeth Swann's grappling hook to pull the small crate to the floor. Use the pieces to build a switch, then activate the switch to reveal an opening in the bars. Head through the bars to find a Build-it box near two large bins.



COLLECTIBLE 3: SHIP BOTTLE



Find the Build-it box on the gun deck's right side. Before you grab the box, destroy the nearby bins.

Carry the Build-it box back to the left and set it down on the Build-it plate. Assemble the pieces to build a green base around the nearby cannon.



COLLECTIBLE 4: SHIP BOTTLE



Smash the barrel near the Build-it plate to recover another Ship Bottle.

Push the cannon to the right. When you reach the end of the blue track, fire the a shot to take out the last enemy cannon in the area. When Barbossa's men come crashing through the upper deck, clear the area of all enemies. After the rope ladder appears, use it to climb to the upper deck.



Objective 2: Defeat the Boarding Party



Barbossa's men are swarming the ship, so watch out for enemy reinforcements while you explore the upper deck. After you clear out the first few enemies, move past the living coral to the left.

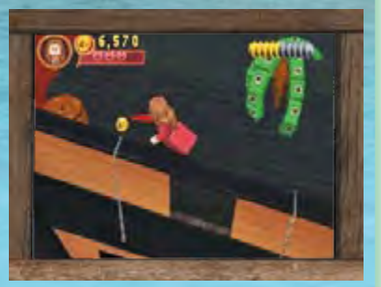
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COLLECTIBLE 5: SHIP BOTTLE

Smash the barrel near the living coral to reveal a Ship Bottle.



Freeplay

COLLECTIBLE 6: CHARACTER TOKEN

Clear away the living coral on the ship's left side. Use the ship's wheel to lower a rope down from the boom. Climb up the rope, then follow the studs to the right. Grab the Character Token at the end of the trail, then drop back down to the deck.





Move to the pile of blue LEGO bricks on the ship's right side. Three of the *Black Pearl*'s cannons are focusing their fire in that area. Select Joshamee Gibbs and wait for a cannon ball to land directly on the blue bricks. After the impact, run in and assemble the cannon. Destroy the three enemy cannons to draw in the last of the boarding party.

TIP

Of the three enemy cannons, the one in the center poses the biggest threat—be sure to destroy it first.

After you finish off the boarding party, Bo'sun appears and challenges you to a duel. Take care of any unfinished business you have on the ship, then attack Bo'sun to initiate the duel.



Freeplay

COLLECTIBLE 7: SHIP BOTTLE

Before you engage Bo'sun, use the mystic magic spot to the right. Use the banana to take control of the nearby monkey, then run to the left.





Run past Bo'sun and head into the pet door. When you arrive on the crow's nest, move to the left. Collect the Ship Bottle, then release control of the monkey.

After you defeat Bo'sun, a mast falls down and forms a bridge to the Black Pearl. When you're ready to continue, walk across the mast to board the enemy ship.



Objective 3: Free Jack Sparrow

You arrive on the *Black Pearl*'s upper deck. Clear out the attacking crew members, then turn your attention to the nearby cannons. There is a powder keg placed near each of the cannons. Use the powder kegs to destroy the four cannons; after the last explosion, a key appears on the deck.



Move to the lock near the center of the deck; use the key to reveal a large Build-it to your left. Stand on the bricks and build a large crank around the mast to your left. When you use the crank, a barrel swings around the mast to the right.



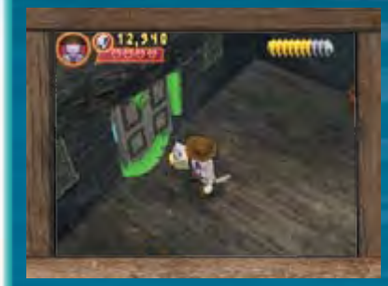
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Freeplay

COLLECTIBLE 8: SHIP BOTTLE



Clear away the living coral to the left. When the door swings open, grab the Ship Bottle from the cabin.

When you're ready to move on, take the stairs down to the lower deck. Clear out the remaining pirates, then search the area for breakable objects.



Use Elizabeth's grappling hook to bring the barrel crashing down; a hatch breaks open to reveal some stairs.



COLLECTIBLE 11: CHARACTER TOKEN

After you reach the lower deck, move to the right. Smash the barrel near the wall to reveal a Character Token.



COLLECTIBLE 9: SHIP BOTTLE



After you drop the barrel through the deck, climb up the stairs to the right. Hop onto the empty platform, then jump up to collect the Ship Bottle floating near the mast.

COLLECTIBLE 10: CHARACTER TOKEN

Move to the ship's right edge. Jump onto the large boom extending out from the ship. Collect the Character Token at the end of the boom, then return to the deck.



Freeplay

COLLECTIBLE 12: SHIP BOTTLE



Clear away the living coral to reveal a sharpshoot target behind the stairs. Shoot the target to reveal a moonlight spot, then select a cursed character from your party. Move to the left, then rip open the marked crate before the moonlight's effect wears off.

Locate the pile of blue bricks near the center of the lower deck. Use Joshamee Gibbs to assemble a switch. When you activate the switch, a Build-it box rises up from the floor. Carry the box to the left and place it on the Build-it plate, then use the pieces to assemble a cannon.



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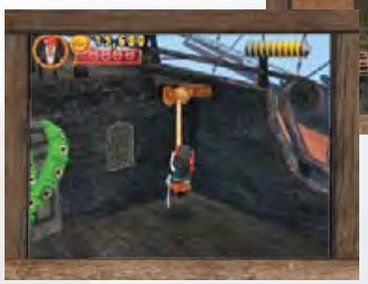
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Aim the cannon at Jack's cell, then blast the door off its hinges. After you free Jack, he joins your party. Barbossa's monkey appears to the right. After a moment, the monkey dashes up the stairs.



Collect any remaining studs from the lower deck, then follow the monkey up the stairs.

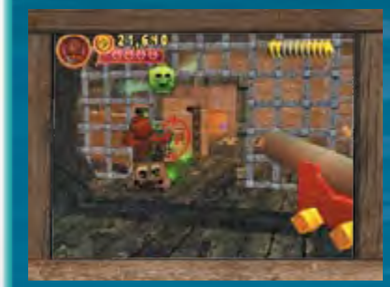




On the upper-deck, use Jack's compass to locate a hidden Build-it. Use the bricks to build a rope, then climb up after the monkey.

Freeplay

COLLECTIBLE 13: RED BRICK



Cast mystic magic on the cell next to Jack's. The bars disappear to reveal a special crate. Use the cannon to destroy the crate, then collect the Red Brick inside the cell.

When you collect this Red Brick, the "×6 stud multiplier" extra is unlocked. Visit the tavern to purchase this extra for 800,000 studs.

BATTLE AT SEA STORY REWARDS

- The Elizabeth Swann, Twigg, and Scratch characters are available for Free Play.
- The Monk and Mallot characters can be purchased in the tavern.
- The Isla de Muerta Story mission is unlocked.
- Battle at Sea is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the three Character Tokens in Story mode, the Jack Sparrow (Alternate), Will Turner (Young), and Bo'sun characters can be purchased in the tavern.
- After you collect the Character Token in Free Play, the Elizabeth Swann (Petticoat) character can be purchased in the tavern.

The Curse of the Black Pearl

CHAPTER IV: ISLA DE MUERTA

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	At the start of the mission, smash the rock formation to the left. Use the mystic magic spot, then use the key to open the chest.
2	Story	Ship Bottle	At the start of the mission, jump into the water and swim toward the bottom of the screen.
3	Free Play	Character Token	Assemble and activate the Navy crew member switch near the stronghold entrance. Use the moonlight to destroy the marked barricade on the wall.
4	Free Play	Ship Bottle	Pass through the coral patch near the stronghold entrance. After you dive underwater, use the moonlight to break the marked barrier.
5	Free Play	Red Brick	Pass through the coral patch near the stronghold entrance. After you dive underwater, repair the switch and take the lift up to the surface.
6	Free Play	Ship Bottle	After you cross the tightrope, use the nearby mystic magic spot. Build a platform out of the revealed bricks, then jump across the water.
7	Free Play	Character Token	Before you duel Jacoby, recover the banana from the dig spot. Use the monkey to pass through the pet door.
8	Free Play	Ship Bottle	Before you duel Jacoby, assemble the two white torches in the cavern. Activate the mystic magic spot to the left to reveal the Ship Bottle.
9	Free Play	Ship Bottle	Before you duel Barbossa, pass through the coral patch near the cavern entrance. Smash the treasure piles, then assemble and use the pirate captain switch.

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Collectibles, cont.

10	Free Play	Character Token	Before you duel Barbossa, assemble the blue bricks on the cavern's right side. Step onto the platform and smash the anvil.
11	Free Play	Ship Bottle	Before you duel Barbossa, clear the living coral on the cavern's right side. Open the chest to reveal the Ship Bottle.
12	Free Play	Character Token	Before you duel Barbossa, use the Navy crew member switch on the cavern's right side. Enter the hidden area. Build and use the ship's wheel to reveal a raft.
13	Free Play	Ship Bottle	After you use the Navy crew member switch, enter the hidden area. Locate the dig spot near the steps to the left.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 19,000	**DS:** 42,500
3DS/PSP: 22,500	**3DS/PSP:** 40,000



Objective 1: Find Will Turner



Determined to rescue Will from Barbossa and his men, Jack and Elizabeth sneak into the pirate stronghold. Grab the studs along the edge of the water, then smash the small rock formation to the left.



Move up the ramp to the right. Use a grappling hook to swing across to the next rock. When you land, assemble a switch from the nearby bricks. When you activate the switch, two planks swing up to form a bridge.

Freeplay

COLLECTIBLE 1: SHIP BOTTLE



After you smash the rock formation, use mystic magic to reveal a key. Grab the key, then move up the ramp to the right. Use the key to open the large chest near the ledge.

Walk across the planks to reach the two targets on the next platform. Use Jack's pistol to sharpshoot the targets. Another bridge moves into place.





Follow the studs across the next bridge. Use Elizabeth's grappling hook to pull the stronghold entrance open.

COLLECTIBLE 2: SHIP BOTTLE

Jump into the water and swim toward the bottom of the screen. Look for the Ship Bottle floating near the studs to the right. Search the water for extra studs. When you're ready to continue, jump back onto dry land.



TIP

After you open the stronghold entrance, drop to the water and collect any remaining studs. Use the newly formed ramp to return to the main path.

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When you reach the top of the ramp, two pirates attack from the right. Clear out the enemies, then search the area for studs and breakable objects.



Freeplay

COLLECTIBLE 3: CHARACTER TOKEN



Destroy the stalagmites near the ramp to reveal a pile of LEGO bricks. Assemble the Navy crew member switch, then use a valid character to activate it. A spot of moonlight appears to the right. Move a cursed character into the moonlight, then destroy the marked barrier on the wall.

COLLECTIBLE 4: SHIP BOTTLE

Select a character with a *Dutchman* lantern, then pass through the coral patch on the wall. You appear on the edge of a large flooded cavern. Drop into the water and gather the nearby studs, then follow the button prompt to dive under the surface.



You appear underwater to find a pile of blue bricks near a lift. A yellow clamshell is available on the area's left side, and a spot of moonlight is located to your right.



TIP

Dutchman crew members don't require an air supply. Whenever possible, use these characters to explore underwater areas.



Swim to the moonlight and select a cursed character. Continue to the right and break through the marked section of the nearby wall.

Freeplay

COLLECTIBLE 5: RED BRICK



Repair the blue switch near the lift, then activate the switch to open the lift. Swim into the lift and ride back up to the surface. When the lift swings open, collect the Red Brick from the ship. Drop down to the water, then swim back to the right and pass through the coral patch.

When you collect this Red Brick, the "monkey jump" extra is unlocked. Visit the tavern to purchase this extra for 100,000 studs.

When you're ready to move on, use Elizabeth's grappling hook to run a tightrope across the water. Hop onto the tightrope and continue to the right.



Freeplay

COLLECTIBLE 6: SHIP BOTTLE



After you cross the tightrope, stand near the mystic magic spot to the right. Use a valid character to reveal some large LEGO bricks. Assemble a platform in the water, then jump across to find a Ship Bottle near a trail of studs.

Assemble the cannon near the water, then fire a shot into the powder kegs on the wall. When the wall tumbles into the water, use the debris to continue to the right.



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Clear out the next group of pirates and continue up the steps to the right. Use Jack's compass to find the hidden key near the top of the steps, then use the key to raise the bars to the left.



Carry the powder keg to the top of the steps and drop it near the blocked passage. After you set off the powder keg, Will Turner appears from the passage and joins your party. Search the area for any remaining studs. When you're ready to move on, continue through the open passage.

Objective 2: Defeat Jacoby



When you enter the next area, Jacoby uses one of his bombs to seal the passage behind you. Search the cavern for studs and breakable objects. While you explore the area, Jacoby waits for you to initiate a duel.



Attack Jacoby to initiate the duel. When you land two successful blows, Jacoby retreats and accidentally drops one of his bombs. After the explosion, use the wreckage to build a LEGO wall. When you're ready, climb up the wall and move on to the next area.

Objective 3: Defeat Barbossa



When you enter the next cavern, Hector Barbossa challenges you to a duel. Before you climb up to Barbossa, explore the cavern floor; search the treasure piles for breakable objects and loose studs.

Freeplay

COLLECTIBLE 7: CHARACTER TOKEN



Uncover the banana from the dig spot near the pet door. Use the banana to take control of the monkey to the left. Head through the pet door and collect the Character Token from the ledge. Release control of the monkey when you're ready to continue.

COLLECTIBLE 8: SHIP BOTTLE



Assemble the white torch near the pet door, then walk past Jacoby and assemble the torch across the cavern. When both torches are lit, a mystic magic spot appears to the left. Activate the mystic magic spot to reveal a hidden Ship Bottle.

Freeplay

COLLECTIBLE 9: SHIP BOTTLE



Pass through the coral patch near the cavern entrance. When you reach the ledge, smash the treasure near the bars to the right. Assemble and activate the pirate captain switch to raise the bars. Collect the Ship Bottle, then head back through the coral patch.

COLLECTIBLE 10: CHARACTER TOKEN



Move to the pile of blue bricks on the cavern's right side. Use the bricks to build an anvil on the hanging platform. Step onto the platform and smash the anvil. When the platform returns to its original position, collect the Character Token and drop to the ground.

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Freeplay

COLLECTIBLE 11: SHIP BOTTLE



Clear the living coral from the large chest on the cavern's right side. Open the chest to reveal a Ship Bottle.

COLLECTIBLE 12: CHARACTER TOKEN

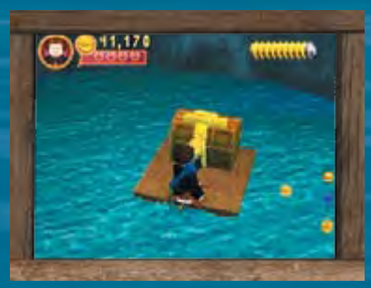


Find the Navy crew member switch in the cavern's upper-right corner. Use the switch, then head through the nearby doors.

When you arrive in the new area, move down along the cavern wall. Use a blacksmith to assemble the ship's wheel. When you turn the wheel, a raft surfaces in the nearby water.



Jump down from the ledge and swim out to the raft. Open the large chest to collect the Character Token, then hop back into the water. After you search the water for studs, swim to the steps carved into the rock.



COLLECTIBLE 13: SHIP BOTTLE



When you climb out of the water, look for the dig spot to the left. Use a shovel to reveal the buried Ship Bottle. Collect any remaining studs from the area, then head back out through the doors to the right.

Hector Barbossa is standing on a ledge above the giant treasure chest. Use Elizabeth's grappling hook to swing up to Barbossa, then use a sword attack to begin the duel.





Barbossa begins the duel with two hearts. After you land two successful blows, Barbossa retreats to a ledge on the cavern's right wall.

Drop down and move to the right. Assemble the LEGO wall and climb up to the long bar above you. Slide along the bar and drop to the platform on your left. When you land, follow the gold studs to find Barbossa. Use another sword attack to resume the duel. Barbossa has recovered both of his hearts, so land two more successful hits to send him running.



Drop down to the cavern floor and meet Barbossa near the giant treasure chest. Use a sword attack to begin the third and final phase of the duel. Land three successful blows to defeat Barbossa and complete the mission.



ISLA DE MUERTA STORY REWARDS

- The Elizabeth Swann (Redcoat), Jacoby, and Clubba characters are available for Free Play.
- The Hector Barbossa, Grapple, and Koehler characters can be purchased in the tavern.
- Isla de Muerta is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the four Character Tokens in Free Play, the Elizabeth Swann (Young), James Norrington, Pintel (Dress), and Ragetti (Dress) characters can be purchased in the tavern.

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Dead Man's Chest

CHAPTER I: ISLA DE PELEGOSTOS

Collectibles

No.	Mode	Item	Notes
1	Story	Character Token	Smash the small cage near the top of the path's winding section.
2	Story	Ship Bottle	After you use the red pressure plate near the first large wheel, follow the path to the right. Drop into the enclosure at the end of the path.
3	Story	Ship Bottle	After you cross the first rickety bridge, move toward the bottom of the screen.
4	Story	Ship Bottle	After you exit the first revolving lift, move to the left.
5	Story	Ship Bottle	Before you use the second revolving lift, drop into the hidden area past the waterfall.
6	Story	Ship Bottle	When you reach the mountaintop, search the gap between the first two hollow trees.
7	Story	Red Brick	Destroy the seven totem poles scattered around the mountain.
8	Story	Character Token	When you reach the mountaintop, destroy the small cage past the hollow trees.
9	Story	Character Token	Smash the small cage near the stream.
10	Story	Ship Bottle	Take out the enemies near the intersecting bridges, then enter the hidden area to the right.
11	Story	Character Token	After you break out of the cage, smash the small tree in the path to the right.
12	Free Play	Ship Bottle	After you pass the dog, use the coral patch to the right. Destroy all six bottles with the large stone.
13	Story	Ship Bottle	Before you escape the island, smash the barrels behind the powder keg.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 18,000	**DS:** 25,000
3DS/PSP: 18,000	**3DS/PSP:** 24,000



Objective 1: Climb the Mountain



After following the *Black Pearl* to a remote island, Will Turner is captured and held in a suspended cage. Swing the cage from side to side until the rope snaps. When the cage lands, roll down the slope to the left, and then follow the path back to the right.

CAUTION

Control your speed on the path's downhill sections. Moving too fast can send you over dangerous drops or cause you to miss many of the available studs.

Smash through the breakable objects along the path, then collect any remaining studs in the area. When you're ready to continue, build up some speed and jump over the gap to the right. After you land, follow the path as it cuts back and forth up the mountain.



TOTEM POLE 1/7



As you weave up the cliff side, locate the first of seven totem poles spread around the mountain. Steer the cage into the totem pole to update the tally in your screen's lower-left corner.

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COLLECTIBLE 1: CHARACTER TOKEN



Find the small bone cage near the top of the path's winding section. Roll onto the small cage to collect the enclosed Character Token.

When you reach the end of the path's winding section, spears come flying in from the right. Continue along the path to find enemies near the large wheel. To stop the attacks, roll your cage into the enemy. Jump into the wheel, then roll to the right. When the nearby gate opens, exit the wheel and continue down the path.



Pass through the gate to drop onto a red pressure plate. Move to the green pressure plate on your left. Stay on the green plate until another gate slides open to reveal a red plate on the main path.

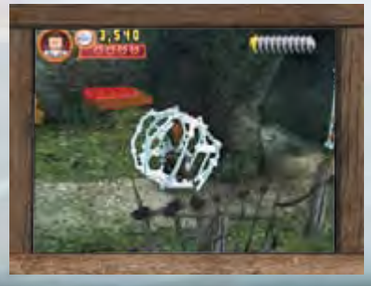


TOTEM POLE 2/7



After you drop into the small enclosure, roll past the green pressure plate to find and destroy the second totem pole.

Search the enclosure for extra studs, then roll onto the red pressure plate. After you spring back up to the main path, roll onto the red plate to the left.



NOTE

Even while you're trapped in the cage, you can change direction in midair. Use this ability to choose your landing spots after using ramps or red pressure plates.

After you spring up to the next area, follow the path to the right. At the top of the path, you find a flat, grassy area. Collect the studs on the ground, then locate the hole on the right.



TOTEM POLE 3/7

When you reach the grassy area, destroy the totem pole near the wall.



COLLECTIBLE 2: SHIP BOTTLE



Drop down through the hole to find another enclosure. Collect the studs to the left, then grab the Ship Bottle hidden behind the red flowers to the right. When you're ready to leave, use the red pressure pad to return to the surface.

Leave the grassy area and follow the path to the left. Use the green pressure plate to lower the bridge into place, then continue along the path. After you cross the rickety bridge, you find another large wheel.



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COLLECTIBLE 3: SHIP BOTTLE



After you cross the rickety bridge, roll toward the bottom of the screen to discover another Ship Bottle.

Use the large wheel to lower the nearby platform. Move onto the platform to continue up the mountain. When you arrive, an enemy moves in to attack. Take down the enemy, then search the area for studs and breakable objects.



TOTEM POLE 4/7



When the platform comes to a stop, the fourth totem pole is located just to your left. After you take care of the nearby enemy, head back and destroy totem pole. Collect any remaining studs, then continue along the path.

Follow the path to the next large wheel. Hop into the wheel and lower the nearby ramps. Jump across the gap to the right, then continue along the path.



TOTEM POLE 5/7



After you cross the wooden ramps, move toward the bottom of your screen. Destroy the fifth totem pole, then return to the main path.



Continue to the right. Use the green pressure plate at the end of the path, then move back to the left. Hop into the revolving lift to reach the path's next section.

COLLECTIBLE 4: SHIP BOTTLE

When you exit the first revolving lift, move to the left. Grab the bottle floating just off the ledge, then use the revolving lift to return to the path.



Follow the path to the right. Use the large wheel near the waterfall to open the next revolving lift.



TOTEM POLE 6/7

When you exit the large wheel near the waterfall, roll toward the bottom of your screen. Drop down from the ledge to find the sixth totem pole in a hidden area.



COLLECTIBLE 5: SHIP BOTTLE



Drop down to the hidden area near the waterfall. Roll over the small cage near the fence to collect another Ship Bottle, then use the red pressure plate to return to the main path.

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When you're ready to continue, hop into the revolving lift. When the lift stops moving, roll into the open slot on the next revolving lift. Ride around to the left, then roll into one more revolving lift to arrive at the path's next section.



Exit the lift and follow the path to the left. When you reach the mountaintop, roll into the attacking enemy. Search the area for studs, then investigate the line of hollow trees.



COLLECTIBLE 6: SHIP BOTTLE



Locate the plant between the first two hollow trees. Roll through the plant to find the hidden Ship Bottle.

TOTEM POLE 7/7



The seventh totem pole is inside the last hollow tree along the path. Roll into the tree to destroy the final totem pole.

COLLECTIBLE 7: RED BRICK

Find and destroy all seven totem poles to reveal a Red Brick.

When you collect this Red Brick, the "stud magnet" extra is unlocked. Visit the tavern to purchase this extra for 600,000 studs.



COLLECTIBLE 8: CHARACTER TOKEN

Locate the small cage at the end of the hollow trees. Smash the cage to collect the enclosed Character Token.



When you're ready to move on, follow the path across the stream to the right.



Objective 2: Escape from the Cage



When you reach the next area, follow the path to the right. Roll through the attacking enemy, then collect any studs in the area. When you're ready, use the red pressure plate to continue along the path.

Use the large wheel at the end of the path. When the platform on your left drops out of the way, use the open passage to continue down the mountain.



When you land, follow the path to the left. Roll onto the green pressure plate across the stream to raise the nearby gate.



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TIP

Be sure to grab the blue stud beyond the green pressure plate.

COLLECTIBLE 9: CHARACTER TOKEN



When you cross the stream, look for the small cage near the green pressure plate. Smash the cage to collect the enclosed Character Token.

Follow the stream through the open gate. When you reach the next area, roll over the enemy in your path. Use the large wheel to the right, then take the revolving lift up to the path's next section.



Continue along the path until you reach three intersecting bridges. As you cross the first bridge, two enemies start throwing spears from a ledge in the background. Roll up to the ledge to clear out the enemies, then explore the area for studs and breakable objects.



COLLECTIBLE 10: SHIP BOTTLE



After you clear out the enemies on the ledge, enter the hidden area to the right. Grab the Ship Bottle on the ground. Collect the studs in the area and then return to the bridge and continue along the main path.

When you're ready to continue, roll onto the remaining bridge. The bridge gives way, and the cage breaks open in the resulting fall.



Objective 3: Escape the Island



After the fall, Will Turner, Jack Sparrow, and Joshamee Gibbs are reunited. Take out the enemy to the right, then search the area for studs. Look for breakable objects as you follow the path to the right.

COLLECTIBLE 11: CHARACTER TOKEN

Locate the small tree near the water. Smash the tree to reveal a Character Token.



Continue along the path until you find a dig spot near a Build-it plate. Use Joshamee's shovel on the dig spot. Assemble the LEGO wall, then select Will and climb up to the ledge above you. After the climb, use Jack's compass to track down another dig spot.



Select Joshamee and recover the Build-it box from the dig spot. Grab the box and drop down from the ledge. Place the box on the Build-it plate, then assemble the ship's wheel. Use the wheel to open the gate to your right. Hop into the water and swim through the open gate, then continue along the main path.



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Run past the dog and locate the dig spot near the coral patch to the right. Use the pile of bricks to build a gear on the brown platform, then continue to the right. Use Joshamee's shovel on the dig spot near the coral patch. Open the large chest and assemble the switch on the platform. Activate the switch to expose the sharpshoot target to the left.

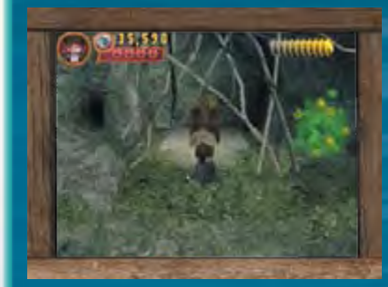


The boulder's impact has cleared a path to the powder keg. Destroy the debris to collect some extra studs, then carry the powder keg to the rocks on your left.



Freeplay

COLLECTIBLE 12: SHIP BOTTLE

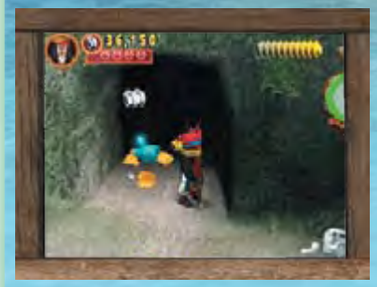


Pass through the coral patch at the end of the path. When you arrive in the hidden area, approach the round stone to the left. There are six bottles arranged near the back wall. Attack the stone to roll it across the floor. Use the stone to destroy all six bottles with a single roll. When you succeed, the Ship Bottle appears to the right.

TIP

The bowling challenge resets after an unsuccessful attempt. Keep trying until you get it!

COLLECTIBLE 13: SHIP BOTTLE



After you move the powder keg, destroy the barrels to reveal a Ship Bottle in the small alcove.

When you're ready to leave, use the powder keg to clear a path out of the area. After the explosion, follow the studs over the rocks to escape the island.



Shoot the target near the pet door. After the skeleton falls, use the bone to take control of the dog to your left. Pass through the pet door to reach the ledge above you.



Move to the dig spot near the dark brown boulder. When you use the dig spot, the boulder rolls down the groove and off the ledge. Release control of the dog, then walk over to examine the damage caused by the boulder.



ISLA DE PELEGOSTOS STORY REWARDS

- The Jack Sparrow (Pelegostos) and Will Turner (Pirate) characters are available for Free Play.
- The Hungry Cannibal and Angry Cannibal characters can be purchased in the tavern.
- The Davy Jones' Key Story mission is unlocked.
- Isla de Pelegostos is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect all four Character Tokens in Story mode, the Jack Sparrow (Crew), Weatherby Swann (Captive), Lord Cutler Beckett, and Executioner characters can be purchased in the tavern.

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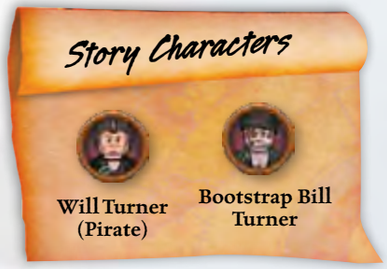
CHAPTER II: DAVY JONES' KEY

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	Use the mystic magic spot on the upper deck's left side. Activate the switch, then climb up the rope.
2	Story	Character Token	Smash the green barrel near the upper deck's left edge.
3	Free Play	Ship Bottle	Assemble and use the Navy crew member switch on the upper deck's right side. Build the platform and climb up to the large chest near the ship's railing.
4	Story	Ship Bottle	When you reach the lower decks, smash the green crate near the back wall.
5	Free Play	Red Brick	Use the pirate captain switch on the lower decks. Drop down to the hidden area, then beat Crash in a game of dice.
6	Free Play	Ship Bottle	Use the pirate captain switch on the lower decks. After you enter the hidden area, use the Navy crew member switch near Crash.
7	Free Play	Ship Bottle	Use the pirate captain switch on the lower decks. Assemble the ship's wheel in the hidden area. Use the wheel, then take the key to the large chest in the corner.
8	Story	Character Token	Before you climb the ladder to Jones' cabin, destroy the cargo nets along the back wall.
9	Story	Character Token	After you assemble the music box in Jones' cabin, smash the green barrels to the left.
10	Free Play	Ship Bottle	Use mystic magic to open the vent in Davy Jones' cabin. Jump into the vent to enter a hidden area.
11	Free Play	Ship Bottle	After you slide down the vent in Davy Jones' cabin, use the mystic magic spot to the left. Build and use the pirate captain switch.
12	Free Play	Ship Bottle	After you slide down the vent in Davy Jones' cabin, use the two sharpshoot targets to open the locked bars.
13	Story	Character Token	After you collect Davy Jones' key, destroy the crates on the balcony's left side.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 17,000	**DS:** 32,500
3DS/PSP: 20,000	**3DS/PSP:** 33,500



Objective 1: Find Three Crewmen



After being forced to join the *Dutchman*'s crew, Will must find a way to sneak down to the lower decks. Select Bootstrap Bill Turner, then use his lantern to clear the living coral from the nearby switch.

When you activate the switch, a fishing net deposits a pile of bricks near the ship's railing. Walk up the stairs and assemble the bricks to reveal a member of the *Dutchman* crew.



Pass through the coral patch to the left. When you emerge on the ship's left side, use the nearby LEGO bricks to build a second crewman, then search the area for studs.



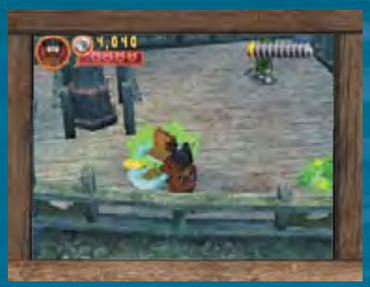
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Freeplay

COLLECTIBLE 1: SHIP BOTTLE



Use the mystic magic spot near the mast to reveal a switch. When you activate the switch, a rope drops down to your left. Climb up the rope, then jump off to collect the floating Ship Bottle.

COLLECTIBLE 2: CHARACTER TOKEN



Find the green barrel near the ship's left edge. Smash the barrel to reveal a Character Token.

Head back through the coral patch, then follow the ship's railing to the right. Clear away the living coral in your path.



Continue to the right. Use Bootstrap Bill's lantern to clear the living coral from the large pile of LEGO bricks. Stand near the bricks and build a large crank. When you turn the crank, a hoisted cannon comes crashing down to the deck.



Freeplay

COLLECTIBLE 3: SHIP BOTTLE



Smash the green barrel near the large crank, then assemble a Navy crew member switch. Activate the switch to drop some bricks down from the ship's rigging. Assemble the platform and climb up to the right. Open the large chest near the railing to reveal a Ship Bottle.

Move to the spot where the cannon landed. Assemble the bricks near the mast to reveal a third member of the *Dutchman* crew. When all three crew members are in place, drop down through the open hatch near the large crank.



Objective 2: Enter Davy Jones' Cabin

When you reach the lower deck, clear the living coral from the switch to the right. Activate the switch to expose the sharpshoot target, then use Will's ranged attack. After you hit the target, a nearby hatch drops open. Before you drop down to the next deck, search the area for studs and breakable objects.



TIP

Use Bootstrap Bill's lantern to free the crewmen from the living coral.

COLLECTIBLE 4: SHIP BOTTLE



Smash the green crate along the back wall to reveal a Ship Bottle.

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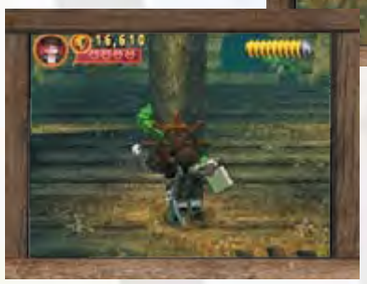
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When you're ready to continue, drop down through the hatch to reach the next deck.





When you land, move to the living coral on your left. Use Bootstrap Bill's lantern to free the ship's wheel, then turn the wheel to pull a cargo net along the ceiling.

When the net stops moving, a Build-it box falls to the floor. Bring the box to the Build-it plate on the room's right side. Assemble the lock and then move back to the left. You find a tangle of living coral holding the key to a post.



Freeplay

COLLECTIBLE 5: RED BRICK



When you locate the key, smash the nearby barrel and assemble the pirate captain switch. When you activate the switch, a hatch opens in the floor. Drop down to explore the hidden deck below you.



When you land, move to the right. Challenge Crash to a game of dice. After you roll the dice, follow the onscreen prompts to guess which player rolled the higher number. If your guess is correct, you win the round. Continue the game until you win three rounds, then grab the Red Brick to the right.

When you collect this Red Brick, the "×4 stud multiplier" extra is unlocked. Visit the tavern to purchase this extra for 500,000 studs.

Freeplay

COLLECTIBLE 6: SHIP BOTTLE



Continue to the right and use the Navy crew member lever near Crash. When the platform drops to the floor, collect the Ship Bottle to the right.

COLLECTIBLE 7: SHIP BOTTLE



Assemble the blue LEGO bricks near the back wall. Use the ship's wheel to lower the platform to your right. Grab the key from the platform, then move to the left. Use the key to open the large chest in the corner. Search the room for any remaining studs, then use the ladder to return to the deck above you.

Use Bootstrap Bill's lantern to free the key from the living coral. Move back to the right. Use the key to lower the nearby ladder. Before you leave, search the area for studs and breakable objects.



COLLECTIBLE 8: CHARACTER TOKEN

There are three breakable cargo nets attached to the back wall. Smash the net near the middle of the wall to reveal a Character Token.



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When you're ready to move on, climb the ladder to reach Davy Jones' cabin.

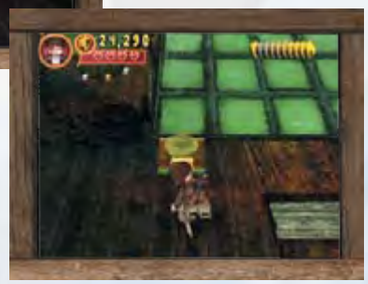


Objective 3: Steal Davy Jones' Key



Davy Jones is asleep at his pipe organ, and his key is hanging from the ceiling above him. Before you approach the coral patch, search the area for studs and breakable objects.

Move to the pile of bricks near the cabin's left side. Assemble the music box, then finish your sweep of the area.



COLLECTIBLE 9: CHARACTER TOKEN



Smash the barrels near the music box to uncover another Character Token.

Freeplay

COLLECTIBLE 10: SHIP BOTTLE



Stand near the cabin's left wall and cast mystic magic on the covered vent. When the lid disappears, jump into the vent and slide down to a hidden area.

When you land, you automatically collect the Ship Bottle at the end of the slide.



COLLECTIBLE 11: SHIP BOTTLE

Move to the hidden area's left wall. Use the mystic magic spot, then assemble the pirate captain switch. When you use the switch, a nearby panel swings up from the floor. Grab the revealed Ship Bottle and collect the surrounding studs.



COLLECTIBLE 12: SHIP BOTTLE



Move to the hidden area's right wall. Stand in front of the bars and sharpshoot the two targets above the door. When the door opens, head inside and grab the Ship Bottle on the ground. When you're ready to return to Davy Jones' cabin, climb the ladder near the right wall.

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Return to the coral patch on the cabin's right side. After you pass through the coral patch, use the two ship's wheels to create a safe path across the wet tiles. Return to the music box, then use the path to carry it across the tiles.



Place the music box in the slot between the ship's wheels. After the music box snaps into place, five boxes appear at the bottom of your screen. When the first box displays a color, find the matching tile on the floor. When you stand on the correct tile, a new color appears in the next box. Each time a new color appears, step on the matching tile.

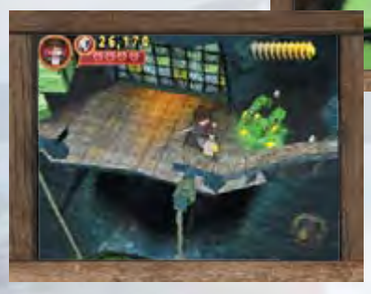


CAUTION

Each time you step on the correct tile, wait for the colors to change positions before you move. If you step on the wrong tile, the sequence starts over from the beginning.

After you step on the last colored tile, the challenge ends and key drops to the floor. When you're ready to move on, run up and grab the key.





You escape to a balcony outside Davy Jones' cabin. Use Bootstrap Bill to clear away the living coral to the right.

COLLECTIBLE 13: CHARACTER TOKEN

When you arrive on the balcony, move to the left. Smash the green crates to reveal a Character Token.



Pass through the coral patch to reach the upper balcony. Assemble the ship's wheel near the window, then use the wheel to pull the rowboat up from the water. Head back through the coral, then hop into the rowboat to escape the *Flying Dutchman*.



DAVY JONES' KEY STORY REWARDS

- The Bootstrap Bill Turner and Quittance characters are available for Free Play.
- The Ratlin and Palifico characters can be purchased in the tavern.
- The Isla Cruces Story mission is unlocked.
- Davy Jones' Key is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the four Character Tokens in Story mode, the Jack Sparrow (Dutchman), Broondjongen, Crash, and Finnegan characters can be purchased in the tavern.

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Dead Man's Chest

CHAPTER III: ISLA CRUCES

Collectibles

No.	Mode	Item	Notes
1	Story	Ship Bottle	Before you touch Davy Jones' chest, raise the wrecked ship's anchor.
2	Story	Character Token	Before you touch Davy Jones' chest, use a grappling hook near the wrecked ship. Assemble and destroy the sand castle.
3	Story	Red Brick	Before you touch Davy Jones' chest, use a grappling hook near the wrecked ship. Steer the rowboat through all six checkpoints within the 24-second time limit.
4	Story	Ship Bottle	Before you touch Davy Jones' chest, place the five small crabs in the marked tide pool.
5	Story	Ship Bottle	Before you touch Davy Jones' chest, use a grappling hook on the tree near the quicksand. Use the catapult to launch a coconut across the quicksand.
6	Story	Character Token	Before you enter the tower, follow the fence to the end of the path. Assemble and use the ship's wheel near the pulley.
7	Story	Ship Bottle	After you open the tower's gate, grab the Ship Bottle near the key.
8	Free Play	Ship Bottle	Use the pirate captain lever outside the tower. Sharpshoot the three targets, then pull the large chest to the ground.
9	Story	Character Token	Before you enter the tower, assemble the missing gear on the nearby stone wall. Use the switch to reveal the Character Token.
10	Story	Ship Bottle	Before you enter the tower, use the large crank near the sealed well.
11	Free Play	Ship Bottle	Before you enter the tower, use the mystic magic spot near the sealed well.
12	Story	Ship Bottle	When you climb the tower, smash the barrel near the left wall.
13	Story	Character Token	Use the pull cord to ring the bell at the top of the tower, then drop down to the ground floor.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 12,000	**DS:** 18,000
3DS/PSP: 14,000	**3DS/PSP:** 18,000



Objective 1: Find Davy Jones' Chest



Jack Sparrow, Elizabeth Swann, and James Norrington have tracked Davy Jones' chest to a deserted island. Use Jack's compass to pinpoint the chest's current location.



When the compass reveals a dig spot, use Norrington's shovel to reveal the giant crab hidden in the sand. Run in and hit the crab with your sword, then run away to dodge its claw attack. Repeat the process to attack the crab without suffering any damage yourself. After you land four hits on the crab, it retreats to the left.

NOTE

The giant crab uses its claws to block ranged attacks.

Follow the crab to the left. Run in to attack the crab, then dodge away from its counterattack. After you land four more hits, the crab retreats to a small island surrounded by quicksand.



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Move to the right. Assemble the brick piles to complete the catapult near the quicksand. Grab the powder keg from the wrecked ship to the left, then use the catapult to launch the powder keg at the giant crab.

After the explosion, Davy Jones' chest lands near the catapult. Before you approach the chest, search the area for studs and breakable objects.



CAUTION

When you touch Davy Jones' chest, you continue to the next area. Stay away from the chest until you're ready to leave this area behind.

COLLECTIBLE 1: SHIP BOTTLE



After you move the powder keg to the catapult, explore the wrecked ship. Use the bricks to build a ship's wheel. Turn the wheel to raise the anchor, then return to the sand. Hop across the crates to grab the Ship Bottle near the anchor.

COLLECTIBLE 2: CHARACTER TOKEN



Use Elizabeth's grappling hook near the wrecked ship. A rowboat slides into the water and some LEGO bricks tumble onto the sand. Use the bricks to build a sand castle. Smash the sand castle to uncover a Character Token.

COLLECTIBLE 3: RED BRICK



After you pull the rowboat into the water, follow the gold studs across the crates to the left. Take control of the rowboat and paddle out to the left. To start the challenge, approach the starting line near the bottom of your screen.

When the challenge begins, a timer appears on your screen. Follow the stud trail through the checkpoints along the course. Pass through all six checkpoints within the 24-second time limit to reveal a Red Brick.



Return to the starting line and collect your reward from the nearby rock.



When you collect this Red Brick, the "×2 stud multiplier" extra is unlocked. Visit the tavern to purchase this extra for 200,000 studs.

COLLECTIBLE 4: SHIP BOTTLE



Locate the five small crabs scattered around the beach. Carry each of the crabs to the marked tide pool. When all five of the crabs are in place, a Ship Bottle appears above the tide pool.

COLLECTIBLE 5: SHIP BOTTLE



Return to the catapult and use the ship's wheel to reset its arm. Use Elizabeth's grappling hook on the tree to the right. When the coconut drops to the ground, carry it back to the left. Use the catapult to launch the coconut across the quicksand. A parrot appears and drops a Ship Bottle near the catapult.

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When you're ready, grab Davy Jones' chest to move on to the next area.

Objective 2: Catch Jack Sparrow



When Will Turner arrives with the key, an argument breaks out over Davy Jones' chest. After a brief struggle, Jack grabs the key and flees the beach. Collect the studs along the path as you chase Jack across the island. When Jack scales the broken tower, break off your pursuit to search the surrounding area.

COLLECTIBLE 6: CHARACTER TOKEN



Follow the fence to find a pile of brown LEGO bricks. Use the bricks to build a ship's wheel below the nearby pulley. When you pull the wheel, a bucket slides in from the left. Jump up to grab the Character Token from the bucket, then move to the right.



Locate the small pile of LEGO bricks near the tower. Assemble the bricks to create a gear, then carry the gear to the tower's entrance.



Place the gear in the empty slot near the switch. When you pull the switch, the nearby gate opens. Grab the key from the revealed area and use it with the lock to the left. Before you head through the door, search the remaining area outside the tower.

COLLECTIBLE 7: SHIP BOTTLE



After you open the tower's gate, grab the Ship Bottle near the key.

Freeplay

COLLECTIBLE 8: SHIP BOTTLE



Use the pirate captain switch near the tower's entrance. Use an appropriately armed character to sharpshoot the three exposed targets. A platform drops some barrels to the ground.



Smash the barrels to reveal a latch point. Cast mystic magic on the latch point to attach it to the large chest. Use a grappling hook to pull the chest to the ground, then open the chest to collect a Ship Bottle.

COLLECTIBLE 9: CHARACTER TOKEN



Assemble the missing gear on the stone wall. When you activate the switch, a Character Token emerges from behind one of the doors.

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COLLECTIBLE 10: SHIP BOTTLE

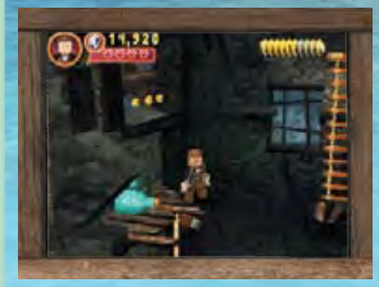


Circle back to the left to find a sealed well near a large crank. Use the crank to open the well and reveal another Ship Bottle.



Build the ship's wheel in the corner. Now use it to lower the rope ladder.

COLLECTIBLE 12: SHIP BOTTLE



Before you climb the rope ladder, jump to the walkway along the tower's left wall. Smash the barrel at the end of the walkway to reveal a Ship Bottle.

Freeplay

COLLECTIBLE 11: SHIP BOTTLE



From the sealed well, move down and jump over the stone wall. Use the mystic magic spot to reveal a large chest. Collect the Ship Bottle from the chest, then walk to the right. Follow the studs through wall's damaged section.

Climb up the rope ladder, then follow the trail of studs out the window. When you reach the outside walkway, move to the right. Jump across to the LEGO wall, then use Will to climb up to the tower's next level.



When you're ready to continue, return to the tower's entrance and head inside.



NOTE

If you fall to the ground, find the lift near the tower's entrance. When you stand on the lift, it returns you to the highest walkway you've reached.

Inside the tower, assemble the large crank at the center of the floor. Use the crank to drop the rope ladder and move the first beam into position. Climb the ladder to the right, then cross the beam back to the left.



When you reach the top of the LEGO wall, hop over to the locked gate. Jump to the left and follow the walkway to the powder keg. Carry the powder keg back to the locked gate, then light the fuse. Move to a safe distance and wait for the explosion. When the gate is destroyed, head back into the tower.



Jump to the pull cord on the tower's left side and drop the next beam into place. Release the pull cord, then cross the beam up to the next walkway.



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Climb the LEGO wall to reach the tower's last level. There is a pull cord hanging just above the exit.



Navigate the walls of the ruined building to the right. Jump onto the beam and snap it into place, then slide across the bar on the back wall. Follow the path to the right to find Jack Sparrow standing on a water wheel.



When you approach Jack, the water wheel breaks free and rolls through the jungle. When the duel begins, follow the button prompts to land three successful blows. After you switch positions with Jack, the duel's next phase begins. Jack has regained all of his hearts, so land three more blows to win the duel.



COLLECTIBLE 13: CHARACTER TOKEN



Step onto the exterior walkway, then move back into the tower. Jump up to grab the pull cord near the exit. After the bell rings, it falls onto the large crank on the ground floor. Drop down to the ground and collect the Character Token, then use the lift to return to the tower's top level.

TIP

On your way down the tower, check the window sills for any remaining studs.

Follow Jack through the exit at the top of the tower. When you reach the exterior walkway, follow the studs along the wall to the right.



ISLA CRUCES STORY REWARDS

- The Elizabeth Swann (Stowaway) and James Norrington (Pirate) characters are available for Free Play.
- The Pintel and Ragetti characters can be purchased in the tavern.
- The Kraken Story mission is unlocked.
- Isla Cruces is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the four Character Tokens in Story mode, the Old Haddy, Ogilvey, Manray, Angler characters can be purchased in the tavern.

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Dead Man's Chest

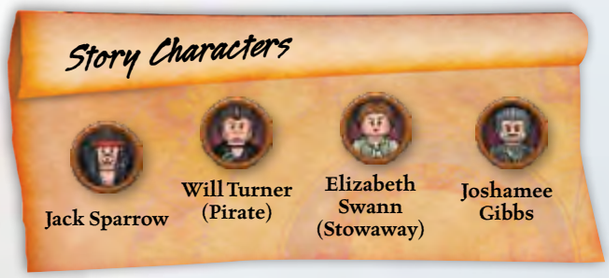
CHAPTER IV: THE KRAKEN

Collectibles

No.	Mode	Item	Notes
1	Story	Ship Bottle	When you start the mission, smash the small crate near the stairs to the left.
2	Free Play	Character Token	Assemble and use the Navy crew member lever on the upper deck's left side.
3	Free Play	Character Token	Use the mystic magic spot on the upper deck's right side.
4	Free Play	Ship Bottle	Pass through the coral patch on the upper deck's right side.
5	Story	Character Token	After Elizabeth joins your party, smash the large crate near the Build-it box.
6	Story	Ship Bottle	After Elizabeth joins your party, destroy all five torches mounted on the walls.
7	Story	Ship Bottle	After Joshamee joins your party, destroy the crates near the left wall. Use the key to unlock the large chest.
8	Free Play	Ship Bottle	Use mystic magic to hang the four sets of buoys on the gun deck.
9	Free Play	Red Brick	Use the Navy crew member switch to open the hatch on the gun deck. Drop down and use another Navy crew member switch, then move the fruit to the matching signs.
10	Free Play	Ship Bottle	Use the Navy crew member switch to open the hatch on the gun deck. Drop down and assemble the blue switch near the rope ladder. Pass through the coral patch, then use the pirate captain switch.
11	Free Play	Character Token	Use the Navy crew member switch to open the hatch on the gun deck. Clear away the living coral on the switch, then send the dog through the pet door.
12	Free Play	Ship Bottle	Use the Navy crew member switch to open the hatch on the gun deck. Clear the living coral near the pet door, then smash the crate.
13	Story	Ship Bottle	Assemble the four fishing rods on the upper deck, then destroy the four fish that appear on the deck.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 18,000	**DS:** 32,000
3DS/PSP: 22,500	**3DS/PSP:** 35,000



Objective 1: Find Elizabeth Swann



The Kraken has finally caught up with Jack Sparrow, and everyone aboard the *Black Pearl* must be evacuated. The ship's upper deck is packed with studs and breakable objects, so grab everything you can while you move around the area. Grab the studs located near your starting position, then move to the left.

COLLECTIBLE 1 : SHIP BOTTLE



Move to the stairs on the ship's left side. Smash the small crate between the sets of stairs to reveal a Ship Bottle.

Freeplay

COLLECTIBLE 2: CHARACTER TOKEN



Continue to the left, then smash the large crate at the top of the stairs. Use the revealed bricks to build a Navy crew member switch. When you use a valid character to activate the switch, a Character Token appears at the top of the stairs.

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Assemble the bell on the ship's left side. When the bell is in place, a pull cord lowers to the right. Jump up and grab the pull cord to ring the bell. Drop down and smash the barrels to the left.



When you smash the barrels, you reveal some blue bricks. For now, leave these bricks and head back down the stairs to the right. Smash the remaining breakable objects to uncover similar blue bricks on your way across the ship.

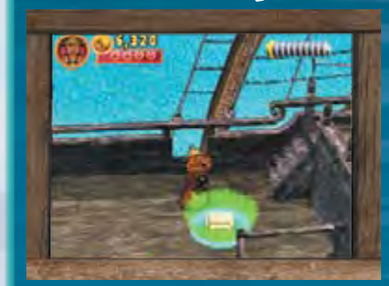


NOTE

During Free Play, you can assemble these bricks right away. During story mode, you must return to build these objects after Joshamee Gibbs has joined your party.

Freeplay

COLLECTIBLE 3: CHARACTER TOKEN



When you reach the stairs on the ship's right side, use the mystic magic spot to reveal a small crate. Smash the crate to collect another Character Token.

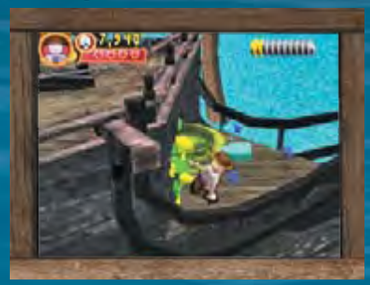
Climb the stairs on the ship's right side. Follow the studs past the coral patch to find another pile of LEGO bricks. Use the bricks to build another bell, then jump onto the nearby pull cord. When the bell rings, the hatches to the left drop open. Search the area for any remaining studs and breakable objects.



Freeplay

COLLECTIBLE 4: SHIP BOTTLE

Select a *Dutchman* crew member to pass through the coral patch on the ship's right side. Collect the Ship Bottle and blue studs, then head back through the coral patch.



When you're ready to continue, drop down through one of the open hatches to reach the lower deck.





When you land on the lower deck, run to the left. Approach Elizabeth Swann near the locked bars to add her to your party.

Objective 2: Find Joshamee Gibbs

Use Elizabeth's grappling hook near the bars. After the gate opens, step inside to find a Build-it box.



COLLECTIBLE 5: CHARACTER TOKEN



Destroy the large crate near the Build-it box to reveal the Character Token behind the bars.

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Grab the Build-it box and move back to the right. Drop the box on the Build-it plate near the grate in the floor. Use the bricks to build a switch.



When you activate the switch, the grate to the left slides open. Before you drop down to the next deck, search the area for studs and breakable objects.



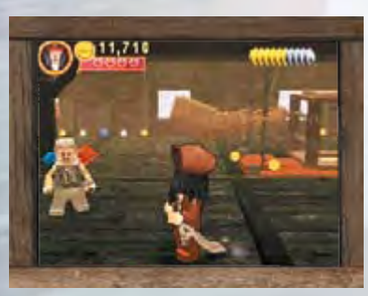
COLLECTIBLE 6: SHIP BOTTLE



There are a total of five torches mounted around the area. Destroy the two torches on the left wall, then clear out the three torches on the right wall. When you destroy the last torch, a Ship Bottle appears on the floor.

When you're ready to continue, drop down through the open grate to reach the *Black Pearl*'s gun deck.





You land near a large lift. Move to the left to find Joshamee Gibbs. Approach Joshamee to add him to your party.

Objective 3: Escape from the Kraken

Select Joshamee and build a cannon from the nearby blue bricks. Use the cannon to fire a shot into the Kraken tentacle poking through the opening in the wall. After the impact, the Kraken pulls the tentacle out from the gun deck.



Move to the left. Assemble the cannon near the wall, then fire a shot to clear another tentacle from the gun deck.

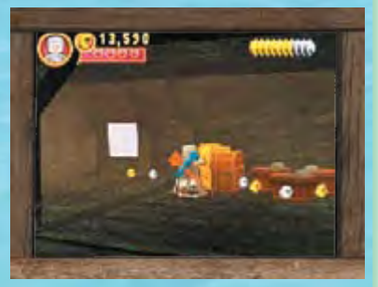


COLLECTIBLE 7: SHIP BOTTLE



After you fire the cannon near the room's left wall, turn around and smash the crates in the corner. You uncover some buoys and a key. Grab the key and move toward the opening in the wall.

When you reach the opening, use the key to open the large chest to the right. Collect the Ship Bottle, then continue to the right.



Return to the large lift, then assemble the cannon to the right. Fire the cannon to clear away a third tentacle, then continue to the right.



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When you reach the wall to the right, assemble the last cannon. Fire a shot into the tentacle to scare the Kraken away from the gun deck.



Return to the large lift and locate the pile of blue bricks. Use Joshamee to assemble the switch, then search the area for studs and breakable objects.



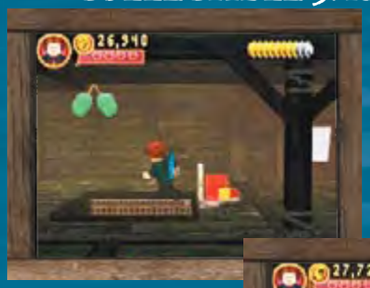
Freeplay

COLLECTIBLE 8: SHIP BOTTLE



Destroy all of the breakable objects on the gun deck to uncover four sets of buoys. Use mystic magic to hang each set of buoys from the ceiling. After you hang all of the buoys, collect the Ship Bottle near the large lift.

COLLECTIBLE 9: RED BRICK



Assemble and use the Navy crew member switch to open the hatch in the gun deck's floor. Drop down through the hatch to reach the hidden area below you.



When you land, use the Navy crew member switch to your right. A bin full of cherries emerges from the floor. The blue tracks around the switch lead to three different signs. Push the bin up to the cherry sign. When the cherries are in the proper position, a bin of bananas appears near the switch. Push the bin to the matching sign to reveal a bin full of apples.



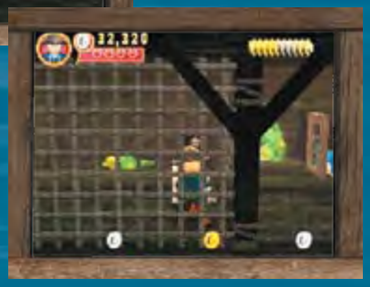
Push the bin to the right. When the apples are in front of the matching sign, a large chest appears to your left. Open the chest to reveal a Red Brick.

When you collect this Red Brick, the "deep sea diver" extra is unlocked. Visit the tavern to purchase this extra for 600,000 studs.

COLLECTIBLE 10: SHIP BOTTLE



Smash the bin near the rope ladder to reveal some blue bricks, then use a blacksmith to assemble a switch. Activate the switch, then pass through the coral patch to your left.



You appear behind the bars to the left. Use the pirate captain switch to the right, then collect the Ship Bottle to the left. When you're ready, head back through the coral patch.

COLLECTIBLE 11: CHARACTER TOKEN

Use a *Dutchman* lantern to clear the living coral from the switch near the dog. Activate the switch to open the gate. Grab the bone from behind the bars, then use it to take control of the dog.



Use the pet door on the room's left wall. You emerge behind the nearby bars. Grab the studs and the Character Token, then release control of the dog.



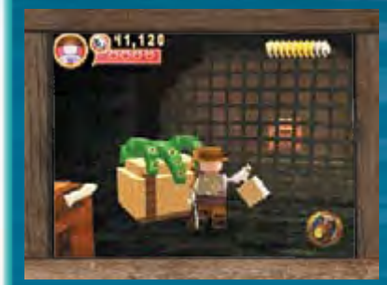
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Freeplay

COLLECTIBLE 12: SHIP BOTTLE



Clear away the living coral on the crate near the pet door. Smash the crate to collect another Ship Bottle. Collect any remaining studs from the hidden area, then use the rope ladder to return to the gun deck.

When you're ready to leave the gun deck, return to the lift and activate the blue switch.



The lift stops on the next deck. The Kraken breaks the bars to the left. Head through the broken bars and move the two powder kegs onto the lift.



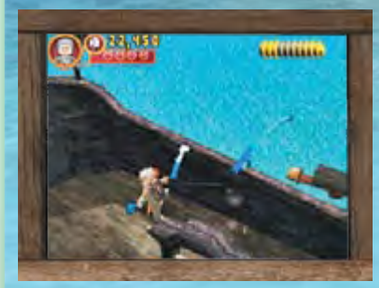


After the Kraken breaks through the wall, activate the lift's switch to return to the upper deck.

When you reach the upper deck, the Kraken releases its grip on the mast. Step off the lift and move to the left.



COLLECTIBLE 13: SHIP BOTTLE



Return to each of the blue brick piles you uncovered earlier, and use Joshamee to build the fishing rods along the ship's railing. When you complete the rod, a fish appears on the deck. Smash the fish and move on to the next rod.

Build all four of the fishing rods to catch four fish. Destroy all of the fish to collect a Ship Bottle.



When you're ready to leave the *Black Pearl*, assemble the large crank near the center of the upper deck. Use the crank to lift the powder kegs into position, and wait for the Kraken to take the bait.



THE KRAKEN STORY REWARDS

- The Clanker and Koleniko characters are available for Free Play.
- The Greenbeard and Jimmy Legs characters can be purchased in the tavern.
- The Kraken is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the Character Token in Story mode, the Penrod character can be purchased in the tavern.
- After you collect the three Character Tokens in Free Play, the Hadras, Piper, and Jelly characters can be purchased in the tavern.

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At World's End

CHAPTER I: SINGAPORE

Collectibles

No.	Mode	Item	Notes
1	Story	Character Token	Before you cross the crocodiles, use the mystic magic spot under the awning.
2	Story	Character Token	Follow the crocodiles across the water.
3	Free Play	Ship Bottle	Before you leave the docks, use the Navy crew member switch past the monkey.
4	Story	Red Brick	Before you leave the docks, set off the five crates of fireworks scattered around the area.
5	Free Play	Ship Bottle	Before you leave the docks, clear the living coral from the large chest at the end of the path.
6	Free Play	Character Token	When you enter the cave, use the compass find the hidden object.
7	Free Play	Ship Bottle	Clear the living coral in the boiler room, then turn the ship's wheel.
8	Free Play	Ship Bottle	Clear the living coral near the tubs. Use the moonlight to break through the marked spot on the room's right side.
9	Free Play	Ship Bottle	After you exit the courtyard, pass through the coral patch. Bring the Build-it box to the plate near the well.
10	Free Play	Ship Bottle	After you exit the courtyard, use the Navy crew member switch to open the nearby doors.
11	Story	Ship Bottle	When you reach the chicken coop, chase all five of the chickens onto the straw patch.
12	Story	Ship Bottle	After you climb the LEGO wall, use the mystic magic spot to the left. Use the key in the lock to the right.
13	Story	Character Token	Before you board the ship, smash the bin on the small dock.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 21,000	**DS:** 29,500
3DS/PSP: 22,000	**3DS/PSP:** 32,000



Objective 1: Find the Bathhouse



After arriving in Singapore, Hector Barbossa leads the search for Sao Feng's bathhouse. Search for studs and breakable objects as you follow the pier to the left.

FIREWORKS 1/5



When the mission starts, move to the crate of fireworks near the top of your screen. When you interact with the crate, the fireworks shoot into the air. Collect the studs that land on the pier, then smash the empty crate to collect a few more.



Smash the bins blocking your path, then take out the enemy pirate. Continue to the left and use Tia Dalma's mystic magic to clear the debris from the pier.



Beyond the sharp curve, the pier branches off to the left. Take out the attacking pirate, then continue along your original path. When you reach the end of the pier, search the area for studs. When you're ready to continue, return to the intersection and follow the path to the left.

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After you cross the bridge, use the mystic magic spot to reveal some LEGO bricks near the closed gate.





Use the bricks to build a switch near the gate. Select a sword-wielding character and activate the switch. Search the area to the left, then continue through the gate.

FIREWORKS 2/5



After you open the gate, move to the left. The second crate of fireworks is located at the edge of the pier. Set off the fireworks, then collect the studs from the area.

Head through the gate when you're ready to continue. Follow the studs up to the pier's elevated section. As you approach the end of the pier, look for the small offshoot to the left.



FIREWORKS 3/5



The third crate of fireworks is located on the small offshoot to the left. Set off the fireworks, then continue to the end of the pier.

When you step off the pier, assemble the LEGO bricks to the right. After you build the bell, some crocodiles appear in the nearby water. Climb the stairs to the right, then search the area for studs and breakable objects.



COLLECTIBLE 1: CHARACTER TOKEN

After you assemble the bell, head up the stairs to the right. Move under the awning and locate the mystic magic spot near the back wall. Use Tia Dalma to reveal a large chest. Open the chest to collect a Character Token, then search the area for studs.



When you're ready to continue, return to the bell. Move down the nearby steps, then follow the crocodiles across the water.



COLLECTIBLE 2: CHARACTER TOKEN



When you reach the third crocodile, jump up and grab the Character Token floating to the right.



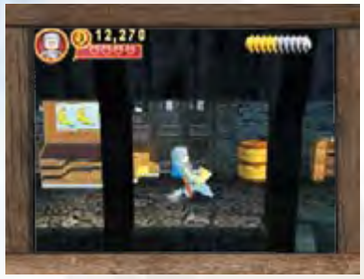
When you reach the blue bricks past the crocodiles, use Joshamee to assemble the lock. Move to the right, then take the stairs up to the walkway.

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Activate the slot machine at the top of the stairs. As the wheels spin, move to the right and take out the waiting pirate. Return to the slot machine to grab the banana on the ground. Use the banana to take control of the monkey to your right.



Head through the pet door to enter the locked room. Move onto the brown pressure plate near the gate. When the gate opens, release control of the monkey.





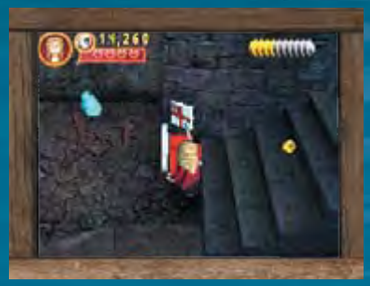
Grab the key and return to the blue lock near the water. Use the key to open the gate to the left. Before you leave the area, head back up the stairs to search for available studs and breakable objects.

Return to the monkey, then follow the path to the right. Look for bins, lanterns, and barrels to smash for some extra studs.



Freeplay

COLLECTIBLE 3: SHIP BOTTLE



Follow the walkway until you find a Navy crew member switch. Select a valid character, then activate the switch to reveal the Ship Bottle to the left.

FIREWORKS 4/5



When you reach the Navy crew member switch, move toward the water. Drop down from the ledge to find a small dock.

Move to the right to find the fourth crate of fireworks. Set off the fireworks, then jump back onto the main path and continue up the stairs.





Defeat the pirate waiting along the path. Continue to the right, then follow the studs along the pier.

FIREWORKS 5/5

Follow the pier up to the fifth crate of fireworks. After you set off the last of the fireworks, your reward appears on the ground.



COLLECTIBLE 4: RED BRICK



After you set off all five crates of fireworks, a Red Brick appears at your feet.

When you collect this Red Brick, the "regenerate hearts" extra is unlocked. Visit the tavern to purchase this extra for 800,000 studs.

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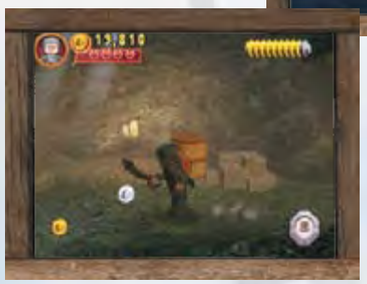
Freeplay
COLLECTIBLE 5: SHIP BOTTLE



Continue to the end of the path. Use a *Dutchman* lantern to clear the living coral away from the large chest. Open the chest to collect another Ship Bottle.

After you explore the docks, return to the open gate. When you're ready to move on, head through the gate.





When you arrive in the cave, the compass icon appears on your screen. In Story mode, none of the available characters are equipped with a compass. Search the area for studs and move to the left.

Freeplay
COLLECTIBLE 6: CHARACTER TOKEN



When you arrive in the cave, use a compass to find the Character Token hidden behind the small rock formation.

When you reach the powder keg stuck in the wall, use Tia Dalma's mystic magic to reveal a second powder keg. Use the powder keg to blast through to the bathhouse boiler room.



Objective 2: Find Will Turner



Take out the pirate near the boiler, then look for the three logs scattered around the room. Grab the log near the room's left wall, then place it in the boiler. The second log is just in front of the boiler, and the last log is near the room's right wall. Place all three logs in the boiler to reveal a stack of blue bricks.

Freeplay
COLLECTIBLE 7: SHIP BOTTLE

Use a *Dutchman* lantern to clear the living coral on the room's right side. Use the exposed ship's wheel to release a stream of water, revealing a Ship Bottle in the process.





Select Joshamee, then use the blue bricks to build a switch near the boiler.



When you activate the switch, three pull cords drop down around the boiler. Use each pull cord to open a valve on the boiler's pipes. After you use all three of the pull cords, one of Sao Feng's men comes in to investigate. Defeat the pirate, then search the area for studs and breakable objects.

To move on, use the exit on the boiler room's left side.



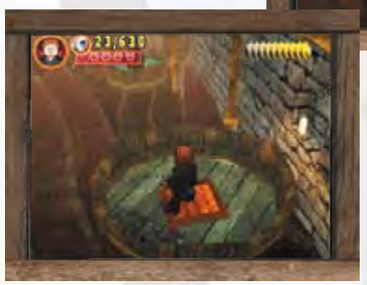
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In the main room you discover that Sao Feng has captured Will Turner. Use the mystic magic spot to the left. Assemble and use the revealed switch to drain the water from the bathhouse tubs.



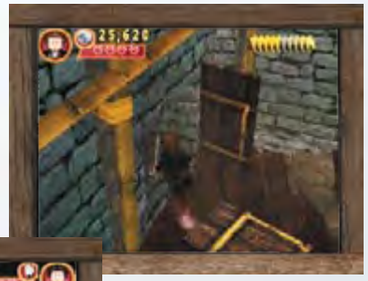


Jump into the empty tubs and activate the four pressure plates around the room. When you step onto the last plate, some bricks fall to the floor near Will's tub.

Use the bricks to build a ship's wheel. After you use the wheel, Will Turner breaks free and joins your party. When Mercer's men break into the bathhouse, defend yourself from the attackers, then search the area for studs and breakable objects.



When you're ready to continue, exit through the doors on the room's left wall.





Clear out the enemies around the well, then move to the right. When Mercer appears, run in and attack to initiate a duel. After you land two successful blows, Mercer drops a key and retreats to the right.

Use the key in the nearby lock to expose a sharpshoot target. Hit the target with a ranged attack to open the gate. Search the area for studs and breakable objects. Head out through the gate and follow the path to the right.



Freeplay

COLLECTIBLE 8: SHIP BOTTLE

Before you leave the bathhouse, clear the living coral from the lock at the top of the room. When you turn the key, a spot of moonlight appears to the right. Move a cursed character into the moonlight, then run down between the tubs.



When you reach the end of the tubs, move to the wall on the room's right side. Break through the marked spot to reveal a Ship Bottle.

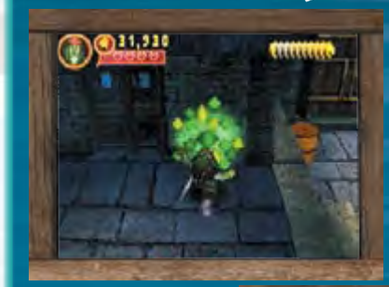


TIP

Use a shovel on the dig spot near the wall to the left. Smash the revealed chest to collect some extra studs.

Freeplay

COLLECTIBLE 9: SHIP BOTTLE



After you leave the courtyard, pass through the coral patch on the wall. When you appear on the ledge, follow the blue studs to the Build-it box. Grab the box and drop down to the courtyard.

Return to the well, then place the box on the Build-it plate. Assemble and use the ship's wheel to raise a Ship Bottle from the well.



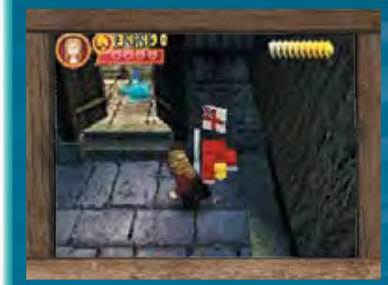
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Freeplay

COLLECTIBLE 10: SHIP BOTTLE



After you leave the courtyard, use the Navy crew member switch to the right. Grab the Ship Bottle from in the small room, then return to the main path.

When the path ends, use Elizabeth's grappling hook near the water. After the platform drops into place, follow the path to the right. When you reach the chicken coop, clear out the waiting enemies.



COLLECTIBLE 11: SHIP BOTTLE

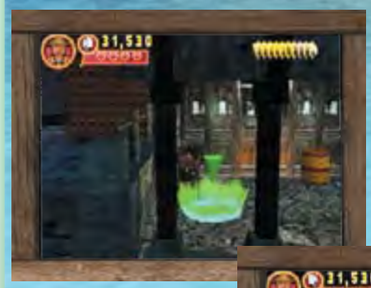
The chickens have wandered away from their coop. When you approach one of the chickens, it runs away from you. Chase all five of the chickens onto the straw patch near the coop. When the chickens are in place, grab the Ship Bottle and continue to the right.





At the mystic magic spot, use Tia Dalma to reveal some bricks. Assemble the LEGO wall, then use Will Turner to climb up and continue down the path.

COLLECTIBLE 12: SHIP BOTTLE



When you drop back down to the ground, move to the left to find another mystic magic spot. Use Tia Dalma to reveal a key. Grab the key and find the lock to the right.



Use the key to open the locked room along the path. Step through the door to grab the Ship Bottle, then circle the room to collect the hidden studs. When you're ready to continue, head back out and continue to the right.

Follow the path until you reach the docked ship. Smash the vendor's stall near the ship. Use the pieces to build a gangplank.



COLLECTIBLE 13: CHARACTER TOKEN



Before you board the ship, move to the small dock near the bottom of your screen. Destroy the bin to your right to reveal a Character Token, and search the area for remaining studs.

When you're ready to leave, cross the gangplank to board the ship.



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SINGAPORE STORY REWARDS

- The Elizabeth Swann (Singapore) and Tia Dalma (Singapore) characters are available for Free Play.
- The E.I.T.C Soldier and E.I.T.C. Captain characters can be purchased in the tavern.
- The Escape the Dutchman Story mission is unlocked.
- Singapore is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the three Character Tokens in Story mode, the Sao Feng, Park, and Tai Huang characters can be purchased in the tavern.
- After you collect the Character Token in Free Play, the Steng character can be purchased in the tavern.

At World's End

CHAPTER II: ESCAPE THE *DUTCHMAN*

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	Use the mystic magic spot on the upper deck's right side. Light the powder keg, then build and use the Navy crew member switch.
2	Story	Character Token	Ignite the powder keg on the upper deck's right side. After the explosion, build and open the large chest.
3	Free Play	Ship Bottle	Move a cursed character to the moonlight spot on the upper deck's left side, then run into the cabin. Break through the marked barrier and open the large chest.
4	Free Play	Ship Bottle	When you enter the cabin, use a compass to track down some hidden bricks. Assemble and use the large crank, then destroy the revealed crates.
5	Story	Ship Bottle	After Bootstrap Bill joins your party, return to the upper deck and pass through the coral patch.
6	Story	Character Token	After Bootstrap Bill joins your party, use the dig spot to reveal a special crate. Clear the living coral to the right, then fire the cannon into the crate.
7	Story	Ship Bottle	Smash the green crates along the gun deck's left wall.
8	Story	Ship Bottle	Clear away the living coral from the large chest near the gun deck's left wall.
9	Story	Character Token	Use the gun deck's cannons to blast through the four barricades.
10	Story	Ship Bottle	When you reach the deck with the large, sliding block, destroy the green barrels along the left wall.
11	Story	Ship Bottle	After Elizabeth joins your party, destroy the green barrels in her open cell.
12	Story	Red Brick	After Elizabeth joins your party, destroy the eight cargo nets hanging from the ceiling.
13	Free Play	Character Token	Activate the mystic magic spot near Elizabeth's cell. Use the banana to take control of the monkey, then head through the pet door.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 28,000	**DS:** 34,500
3DS/PSP: 28,000	**3DS/PSP:** 35,000



Objective 1: Reach the Lower Decks



When Elizabeth is captured aboard the *Dutchman*, James Norrington looks for a way to free her. Take the stairs up to the ship's railing, then follow the studs to the right.



A temporary coral patch appears on the deck. Defend yourself from the emerging enemy, then smash the nearby breakable objects. After you collect the studs, head up the stairs to the right.

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CAUTION

Watch out for surprise attacks from *Dutchmen* crew members.

Freeplay

COLLECTIBLE 1: SHIP BOTTLE



Activate the mystic magic spot on the upper deck's right side to reveal a powder keg. Light the keg's fuse, then move back to a safe distance.



After the explosion, assemble and use the Navy crew member switch to reveal a large chest. Open the chest to collect a Ship Bottle.



Now turn back to explore the upper deck's left side. Follow the railing along the bottom of your screen to find more breakable objects on your way across the ship.

When you reach the coral patch on the upper deck, move up to the nearby green barrels.



NOTE

During Free Play, you can pass through the coral patch right away. In Story mode, you must return to this area after Bootstrap Bill Turner joins your party.



Smash the green barrels to reveal some LEGO bricks. Use the bricks to build a gear on the small crane to your right. Use Mullroy's ranged attack to hit the sharpshoot target above the ship's railing. A green crate lowers to the deck.

Continue to the right until you find a powder keg guarded by another crewman. Run in and take out this enemy, then continue your search of the area.



Smash the crate to reveal a pile of brown bricks, then build a ship's wheel near the crane. When you turn the wheel, the crane pulls a large crate clear of the cabin entrance.



COLLECTIBLE 2: CHARACTER TOKEN



Ignite the powder keg on the upper deck's right side, then back away to a safe distance. After the explosion, use the debris to build a large chest. Open the chest to reveal a Character Token.



Finish searching the upper deck for studs and breakable objects. When you're ready to continue, move back to the cabin entrance and head inside.

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Freeplay

COLLECTIBLE 3: SHIP BOTTLE



Before you enter the cabin, stand in the moonlight spot on the upper deck's left side. Select a cursed character from your party, then run to the cabin entrance.



Enter the cabin and move toward the back wall. Tear down the marked barrier before the moonlight's effect wears off, then collect the Ship Bottle from the large chest.

When you enter the cabin, move to the left. Another *Dutchman* crew member attempts a surprise attack, so be ready to defend yourself.



Freeplay

COLLECTIBLE 4: SHIP BOTTLE

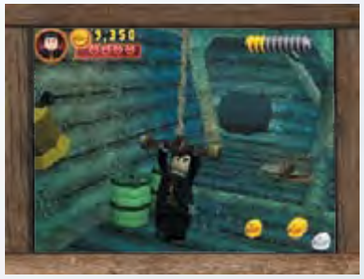


After you defeat your attacker, use a compass to find the hidden bricks near the cabin entrance.

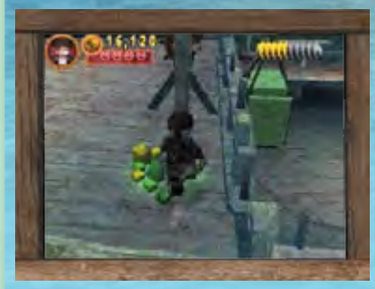
Use the bricks to build a large crank. When you use the crank, a panel near the back wall swings up to reveal three small crates. Destroy the crates to collect another Ship Bottle.



Move to the cabin's left wall and use the pile of bricks to build a bell. Jump up and grab the nearby pull cord. After the bell rings, Bootstrap Bill Turner appears and joins your party.



COLLECTIBLE 5: SHIP BOTTLE



When Bootstrap Bill Turner joins your party, leave the cabin and return to the coral patch on the ship's upper deck. Move Bootstrap Bill onto the coral patch to find the Ship Bottle in the crow's nest.

COLLECTIBLE 6: CHARACTER TOKEN



Use James Norrington's shovel on the dig spot near the cabin's back wall. After you uncover the special crate, move to the cannon on your right.

Use Bootstrap Bill's lantern to clear the living coral from the cannon. Use the cannon to destroy the crate and reveal a Character Token.



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Search the room for studs, then locate the powder keg covered in living coral.



Use Bootstrap Bill's lantern to clear away the living coral, then light the powder keg's fuse. After the explosion, climb down to the lower decks.

Objective 2: Find Elizabeth Swann



You arrive on the gun deck, but Elizabeth is no where to be found. Move to the right until you find a large crank near a Build-it plate.

Use Bootstrap Bill's lantern to clear away the living coral, then use the crank to switch out the nearby crate. When the new crate is in place, smash it open to reveal a Build-it box.





Bring the box to the Build-it plate, then use the bricks to assemble a lock. Activate the lock to open the hatch to your right. Before you leave the gun deck, search the area for studs and breakable objects.

COLLECTIBLE 7: SHIP BOTTLE



Smash the green crates along the gun deck's left wall to collect another Ship Bottle.

COLLECTIBLE 8: SHIP BOTTLE

Move to the large chest near the gun deck's left wall. Use Bootstrap Bill's lantern to clear away the living coral, then open the chest to reveal another Ship Bottle.



COLLECTIBLE 9: CHARACTER TOKEN

The four ports along the back wall have been barricaded. Three of the gun deck's cannons are already in place. Use the first three cannons to blast through the barricades. Assemble the fourth cannon from the bricks on the gun deck's right side.

After you destroy all four barricades, a large chest appears from a panel in the floor. Head over and open the chest to collect a Character Token.



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When you're ready to continue, return to the open hatch and drop down to the next deck.



To move on, return to the open hatch and drop down to the next deck.

Land and move to the left. Use Bootstrap Bill's lantern to clear the living coral from a Navy crew member switch. When you activate the switch, one of the nearby nets moves away from you.



After you land, move to the right to find a coral patch. Move Bootstrap Bill onto the coral patch to enter the nearby cell. Destroy the green crate to reveal some bricks. Use the bricks to build a switch, then activate the switch to open the cell door. Grab the powder keg and move to the right.



Use the bricks to your left to build a second Navy crew member switch. Activate the switch to move the second net, then head over to the large block on your right.



Elizabeth Swann is being held in the next cell. Place the powder keg near her cell door, then light the fuse and back away. After the explosion, Elizabeth escapes her cell and joins your party.



Push the large block along the blue track to the left. When you reach the end of the track, a switch rises up from the floor. After you activate the switch, the nearby hatch swings open. Before you drop down to the next deck, sweep the area for studs and breakable objects.



COLLECTIBLE 10: SHIP BOTTLE

Two green barrels stand near the room's left wall. Smash the barrels to reveal another Ship Bottle.



COLLECTIBLE 11: SHIP BOTTLE



After Elizabeth joins your party, head into her open cell. Destroy the green barrels near the back wall to collect another Ship Bottle.

Move to the room's left wall. Use Elizabeth's grappling hook near the latch point to open the exit. Before you leave, search the area for studs and breakable objects.



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COLLECTIBLE 12: RED BRICK

Destroy the eight cargo nets hanging from the ceiling. When you destroy the last net, a Red Brick appears in front of Elizabeth's cell.



Collect this Red Brick; the "ghostly pirate" extra is now unlocked. Visit the tavern to purchase this extra for 500,000 studs.

When you're ready to leave the *Dutchman*, head through the exit on the left wall.



ESCAPE THE *DUTCHMAN* STORY REWARDS

- The Murtogg (E.I.T.C.) and Mullroy (E.I.T.C.) characters are available for Free Play.
- The Elizabeth Swann (Robes) character can be purchased in the tavern.
- The Shipwreck Cove Story mission is unlocked.
- Escape the *Dutchman* is available for Free Play.

Freeplay

COLLECTIBLE 13: CHARACTER TOKEN

Use the mystic magic spot just past Elizabeth's cell to reveal a large chest. Open the chest, then carry the banana to the right.





Use the banana to take control of the monkey, then head through the nearby pet door. You appear in an area filled with studs. Grab the Character Token near the wall to your right, then collect any remaining studs. When you're ready to continue, release control of the monkey.

CHARACTER TOKEN REWARDS

- After you collect the three Character Tokens in Story mode, the Elizabeth Swann (Wedding), Davy Jones (Human), and Lian characters can be purchased in the tavern.
- After you collect the Character Token in Free Play, the James Norrington (Admiral) character can be purchased in the tavern.

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CHAPTER III: SHIPWRECK COVE

Collectibles

No.	Mode	Item	Notes
1	Story	Character Token	At the start of the mission, move down and smash the barrel at the end of the pier.
2	Free Play	Ship Bottle	Before you leave the pier, use the grappling hook to pull down the barrel to the right. Jump onto the barrel, then grapple up to the large chest.
3	Free Play	Ship Bottle	In the pirate stronghold, use a blacksmith to assemble the blue switch near the table.
4	Free Play	Ship Bottle	After Chevalle joins your party, pass through the coral patch near the gate. Smash the bin at the end of the walkway.
5	Free Play	Ship Bottle	When you reach Mistress Ching, cast mystic magic on the nearby barricade.
6	Story	Character Token	After Mistress Ching joins your party, follow the walkway to the cavern's right side. Smash the barrel to reveal the Character Token.
7	Free Play	Red Brick	After you dive underwater, find and use the Navy crew member switch. Move a cursed character into the moonlight, then free the caged octopus.
8	Story	Ship Bottle	After Mistress Ching joins your party, use the lift to reach the upper walkway. Drop down to the planks on the cavern wall, then follow the studs to the right.
9	Free Play	Character Token	After Ammand joins your party, use a blacksmith to build and activate the blue switch. Climb the rope ladder, then smash the barrel in the corner.
10	Free Play	Ship Bottle	After Ammand joins your party, find and use the rope ladder. Use a grappling hook to create a tightrope, then cross to the right.
11	Free Play	Ship Bottle	Before you climb the LEGO wall, clear the living coral from the large chest under the stairs. Use the banana to take control of the monkey, then head through the pet door.
12	Story	Character Token	Jump down from the LEGO wall's left edge.
13	Free Play	Ship Bottle	Before you take control of the small boat, use the mystic magic spot to the right. Assemble and use the revealed switch, then steer the boat into the open area.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 18,500	**DS:** 27,000
3DS/PSP: 21,000	**3DS/PSP:** 30,000



Objective 1: Enter the Stronghold



While the Brethren Court gathers inside the pirate stronghold, Jack Sparrow and Hector Barbossa arrive on the docks of Shipwreck Cove. Before you head up to the stronghold, search the pier for studs and breakable objects.

COLLECTIBLE 1: CHARACTER TOKEN



Move toward the bottom of your screen to find a barrel at the end of the pier. Smash the barrel to reveal a Character Token.

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Freeplay

COLLECTIBLE 2: SHIP BOTTLE

Step onto the small extension on the pier's right side. Use a grappling hook to pull the barrel into the water. Jump onto the barrel, then grapple up to the tall platform. Follow the studs to the large chest on the right. Open the chest to reveal a Ship Bottle.



Follow the pier to the stronghold's door. Destroy the large crate near the left wall to reveal a pile of bricks.



Use the bricks to build a pirate captain switch. When you activate the switch, two ship's wheels emerge from the floor. The door's locking mechanism consists of three pieces. Use the wheels to properly align the colored bricks.



NOTE

The door's outer ring is already in place. Rotate the inner sections to match the colored bricks at the edges of the door.

Move to the left and approach first ship's wheel. Use the wheel twice to rotate the door's inner ring into its proper position. Move to the ship's wheel on the right. Activate the wheel once to rotate the disc at the center of the door. After you align the colored bricks, the door rolls open.



When you're ready to continue, follow the stairs into the pirate stronghold.





You arrive in a chamber with a large table. When you approach the large globe, you discover that four of the pirate lords are missing. Before you begin your search for the pirate lords, check the area for studs and breakable objects.

Freeplay

COLLECTIBLE 3: SHIP BOTTLE

Before leaving the chamber, use a blacksmith to assemble the blue bricks near the large table. When you activate the switch, a chandelier crashes down to the left. Hop onto the table and collect the Ship Bottle.



To move on, exit through the doors to the right.



Objective 2: Gather the Missing Pirate Lords



You appear on the deck of a wrecked ship. Move across the plank to reach the walkway above the deck, then follow the studs along walkway.

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After the walkway curves to the left, watch for the sharpshoot target near the top of your screen. When you shoot the target, a powder keg drops onto the walkway. Light the powder keg, then back away to a safe distance. After the explosion, continue to the left.



When you reach Chevalle, he initiates a duel. Follow the button prompts to land three successful blows on your opponent. When you win the duel, Chevalle joins your party.





Follow the studs to the left. At the end of the walkway, you find a locked gate. Smash the barricades near the gate to reveal a pile of bricks and a coral patch. Use the bricks to build a switch, then activate the switch to open the gate. When you're ready to move on, head through the gate.

Freeplay
COLLECTIBLE 4: SHIP BOTTLE

Before you head through the gate, pass through the coral patch to the right. Follow the studs to a bin at the end of the walkway. Destroy the bin to reveal a Ship Bottle, then go back through the coral patch.





Follow the path along the cavern wall. When you reach Mistress Ching, she demands that you move all of the swimming ducks into the holding pen.

Freeplay
COLLECTIBLE 5: SHIP BOTTLE

When you reach Mistress Ching, use a valid character to cast mystic magic on the nearby barricade. When the boards are out of the way, collect the Ship Bottle from the alcove.



Jump into the water and swim to the right. When you approach the ducks, they swim away from you. Chase the ducks into the space between the green flags. When all five ducks are in the holding pen, Mistress Ching joins your party. Swim back to the left and jump out of the water.



Grab the key on the walkway, then use it in the nearby lock. A lift drops down to your right. Before you use the lift, search the area for studs and breakable objects.



COLLECTIBLE 6: CHARACTER TOKEN



Follow the walkway around to the barrel on the cavern's right side. Destroy the barrel to reveal a Character Token.

When you cross the plank on the room's right side, look for the bubbles in the water to the right. Jump into the water, then follow the onscreen prompt to dive below the surface.



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Use Jack's compass to find a hidden pile of bricks. Assemble the bricks to form a Navy crew member switch. Search the underwater area for studs and breakable objects.



Freeplay

COLLECTIBLE 7: RED BRICK

After you build the Navy crew member switch, use a valid character to activate it. When the nearby gate opens, a spot of moonlight is revealed. Move a cursed character into the moonlight, then run to the caged octopus along the back wall.



Break through the marked bars before the moonlight's effect wears off. When the octopus is free, it rewards you with a Red Brick.



When you collect this Red Brick, the "fast build" extra is unlocked. Visit the tavern to purchase this extra for 600,000 studs.

TIP

During Free Play, use the underwater dig spot to reveal a chest. Smash the chest to collect some extra studs.

When you're ready to continue, swim back up to the surface and return to the lift. Use the lift to reach the cavern's upper walkway. Step off of the lift, then follow the walkway to the right.



COLLECTIBLE 8: SHIP BOTTLE



Drop down from the upper walkway to find some planks running along the cavern wall. Follow the studs to the right. After you collect the Ship Bottle, use the lift to return to the upper walkway.



Follow the upper walkway along the cavern wall. Use Mistress Ching's grappling hook to swing across the gap, then continue to the right.

When you find Ammand, he challenges you to a game of dice. When you win the game, Ammand joins your party and the nearby gate opens.



Freeplay

COLLECTIBLE 9: CHARACTER TOKEN



After Ammand joins your party, destroy the barrel near the back wall to reveal some blue bricks. Use a blacksmith to assemble a switch. Activate the switch to reveal a rope ladder.

Climb the rope ladder, then destroy the barrel in the corner to reveal a Character Token.



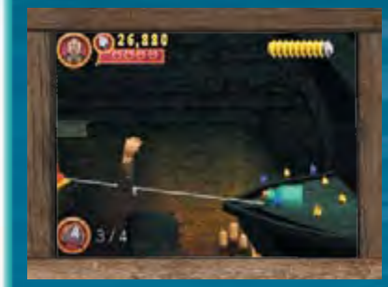
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Freeplay
COLLECTIBLE 10: SHIP BOTTLE



After you climb the rope ladder, use a grappling hook to create a tightrope. Move across the tightrope to collect the Ship Bottle to the right.



Search the room for studs, then exit through the gate on the back wall.



When you arrive in the next area, the gate closes behind you. Follow the studs down the stairs to the left.



Smash the breakable objects near the gap to the left, then assemble a LEGO wall. Use Ammand to climb up the wall, then follow the studs to the left.

COLLECTIBLE 12: CHARACTER TOKEN



When you reach the LEGO wall's left edge, jump down to the platform below you. When you land, use the bricks to build a narrow bridge. Collect the Character Token at the edge of the platform, then head across the bridge and return to the LEGO wall.



Climb to the ledge above the LEGO wall, then follow the path to the right.

Freeplay
COLLECTIBLE 11: SHIP BOTTLE



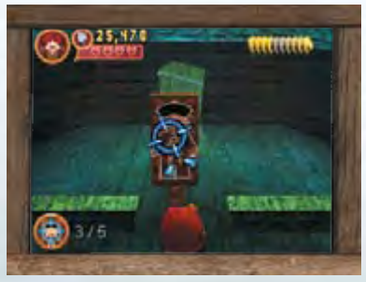
When you reach the bottom of the stairs, move to the right. Clear the living coral from the large chest. Open the chest, then use the banana to take control of the nearby monkey.



Head through the pet door, then grab the Ship Bottle to the left. Collect any remaining studs, then release control of the monkey.



Assemble the switch at the end of the walkway, After you activate the switch, climb up the rope ladder to find Eduardo Villanueva.



Eduardo Villanueva demands you complete his shooting challenge. Use your ranged attack to hit the targets as they pop out. After you hit five targets, the challenge ends and Eduardo Villanueva joins your party.

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Exit through the open door to bring the missing pirate lords to the stronghold's main chamber.

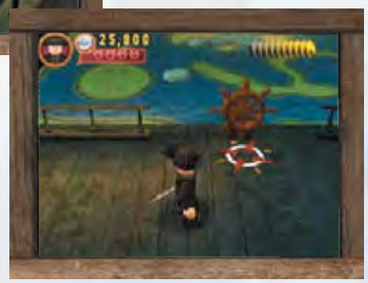


Objective 3: Fetch the Pirate Codex



When the pirate lords are unable to reach an agreement, Elizabeth, Jack, and Barbossa decide to consult the pirate codex. Head out through the open door on the room's left side.

You arrive in a room with a giant map on the floor. Use the ship's wheel to take control of a small boat.







Before you can claim the codex, you must steer the boat to the dock across the map. Keep the boat away from the whirlpools, and navigate around the islands to find a safe path through the water. When you take control of the boat, move to the map's left side, then follow the water to the upper-left corner.

Steer around the small island in the corner, then follow the water to the right.



When you reach the map's upper-right corner, turn back to the left. Move the boat to the dock to open the nearby gate.

After the gate opens, drop down and run across the map. Check the area for studs and breakable objects, then head through the gate and grab the codex.



COLLECTIBLE 13: SHIP BOTTLE

Before you use the ship's wheel, select a valid character to activate the mystic magic spot to the right. Assemble and use the switch to remove the obstacle from the lower-right corner of the map.



When you use the ship's wheel, steer the boat to the right, then follow the water into the newly accessible area to collect a hidden Ship Bottle.



SHIPWRECK COVE STORY REWARDS

- The Ammand character is available for Free Play.
- The Mistress Ching character can be purchased in the tavern.
- The Maelstrom Story mission is unlocked.
- Shipwreck Cove is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the three Character Tokens in Story mode, the Chevalle, Sumbhajee Angria, and Eduardo Villanueva characters can be purchased in the tavern.
- After you collect the Character Token in Free Play, the Jocard character can be purchased in the tavern.

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CHAPTER IV: THE MAELSTROM

Collectibles

No.	Mode	Item	Notes
1	Story	Ship Bottle	After you raise the cannon to the upper deck, smash the barrel near the switch.
2	Story	Ship Bottle	Use the cannon to reach the crow's nest, then destroy the large crate to the right.
3	Story	Character Token	After you drop down from the crow's nest, climb up to the ship's right side. Follow the railing and smash the barrel at the end of the ship.
4	Free Play	Character Token	Use mystic magic to relocate the cargo pile on the ship's right side.
5	Free Play	Ship Bottle	Before you step onto the ship's plank, move to the left and clear the living coral from the large chest. Open the chest, then assemble and use the lock.
6	Free Play	Ship Bottle	Before you step onto ship's plank, move to the left and use the mystic magic spot.
7	Story	Character Token	Before you duel Morey, destroy the barrel near the large crank.
8	Free Play	Red Brick	Before you duel Morey, use the mystic magic spot that's hidden to the right. Assemble and use the Navy crew member switch.
9	Story	Ship Bottle	Before you duel Morey, use a grappling hook to pull down the block to the left. Assemble and use the bouncer, then destroy the large crate near the mast.
10	Free Play	Ship Bottle	After you reach the *Flying Dutchman*, pass through the coral patch near the ship's railing. Use a compass to find a Ship Bottle.
11	Free Play	Ship Bottle	After you reach the *Flying Dutchman*, pass through the coral patch near the ship's railing. Use a blacksmith to assemble and activate the blue switch.
12	Free Play	Character Token	Before you raise Davy Jones' chest, use the mystic magic spot to the left.
13	Free Play	Ship Bottle	Pass through the coral patch on the *Dutchman*'s right side. Drop down and clear away the living coral. Lower the rope ladder, then break through the marked barrier.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 13,500	**DS:** 21,000
3DS/PSP: 16,000	**3DS/PSP:** 24,500



Objective 1: Collect Four Pieces of Eight



Before Barbossa was able to free Calypso, four of the symbolic Pieces of Eight were scattered around the ship. Run to the left, then locate the switch just past the lines of red, yellow, and green bricks.



When you activate the switch, a red gear appears from the nearby panel. Grab the gear and place it in the empty slot at the edge of the red bricks. After the bricks slide out of view, collect the blue stud and return to the switch.



Activate the switch to reveal a green gear, then carry it back over to the colored bricks. Place the gear in the slot near the green bricks, grab the blue stud, then return to the switch. Repeat the process one more time. When you place the yellow gear in the last slot, the panel flips over to reveal a cannon.

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COLLECTIBLE 1: SHIP BOTTLE



Before you use the cannon, return to the switch. Smash the nearby barrel to reveal a Ship Bottle.

Follow the ship's railing to the right, then search the area for studs and breakable objects.



Approach the cannon, then climb into its barrel. Follow the button prompt to fire yourself up to the crow's nest.



COLLECTIBLE 3: CHARACTER TOKEN



Follow the railing to the right to find a barrel at the edge of the ship. Destroy the barrel to reveal a Character Token.

COLLECTIBLE 2: SHIP BOTTLE



After you fire yourself out of the cannon, move to the right. Smash the large crate to collect the Ship Bottle in the crow's nest.

Freeplay

COLLECTIBLE 4: CHARACTER TOKEN



Locate the pile of cannon barrels and crates on the ship's right side. Use mystic magic on the pile to reveal a Character Token.

Search the crow's nest for studs, then step onto the rigging to collect the first Piece of Eight, Sao Feng's jade knot. After the jade knot appears in the ceremonial bowl, drop down to the deck and continue your search.





After you explore the area, move to the sliding block near the ledge. Push the block along the blue track to raise a ship's wheel to your right. Use the ship's wheel, then drop down from the ledge to the left.

When you land, move to the right. Use Elizabeth to activate the pirate captain switch. When the latch point appears, grapple up to the ship's right side.



The second Piece of Eight, Ammand's goblet, is located just past the ledge. Collect the goblet and move toward the top of your screen.

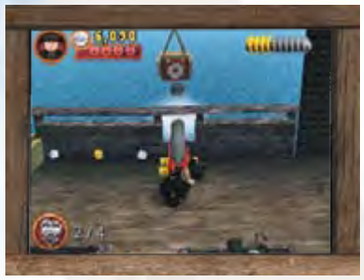


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Move to the left to find a cannon poking through the ship's railing. Watch the top of your screen—a large crate moves in and out of view. Get into position, then fire the cannon as the crate lowers in front of you. A second crate drops to the deck.





The crate breaks open to reveal the some LEGO bricks and the third Piece of Eight. Collect Chevalle's playing card to your right, then use the bricks to build a ship's wheel.



Use the ship's wheel to drop a giant plank into position. Before you approach the plank, move to the left and explore the rest of the ship.

Freeplay

COLLECTIBLE 5: SHIP BOTTLE



When you reach the edge of the ship, use a lantern to clear the living coral from the large chest.



Open the chest and assemble a lock from the revealed bricks. Use the lock to open the nearby panel and reveal a Ship Bottle.

Freeplay

COLLECTIBLE 6: SHIP BOTTLE



Use the mystic magic spot on the ship's left side to reveal a Ship Bottle.

TIP

Be sure to grab the studs on the ship's left side. Drop down through the gap in the railing, then use the bouncer to return to the deck.



When you're ready to continue, return to the ship's plank. Walk to the end of the plank, then jump up through the gold studs. Repeatedly tap the Jump button to gain extra height with each bounce and grab Sumbhajee Angria's calf horn from the hook above you. With the four missing Pieces of Eight recovered, Calypso is free to unleash her terrible wrath.

Objective 2: Defend the *Black Pearl*



When the *Black Pearl* and the *Flying Dutchman* are drawn into a massive whirlpool, a fierce battle begins. Attack the members of the *Dutchman*'s crew as they attempt to board the ship.



After you defeat the bulk of the boarding party, Morey swings across from the *Dutchman* and challenges you to a duel. Before you accept the challenge, search the deck for studs and breakable objects.

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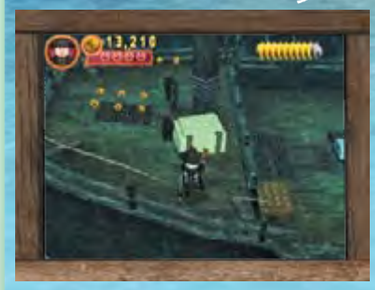
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COLLECTIBLE 7: CHARACTER TOKEN



Before you duel Morey, move toward the bottom of the screen. Continue past the large crank to find a barrel near the ship's railing. Destroy the barrel to reveal a Character Token.

COLLECTIBLE 9: SHIP BOTTLE



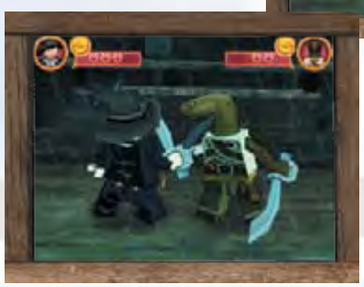
On the ledge, destroy the large crate near the mast. Grab the Ship Bottle and collect the nearby studs.

Approach the pull cord near the mast. Two more *Dutchman* crew members appear near the ship's railing. After you deal with your attackers, jump up to grab the pull cord. A crate drops down from the rigging.



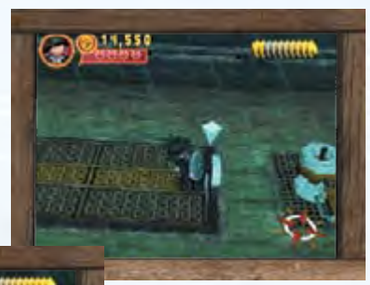
Release the pull cord and drop down from the ledge. Grab the gear from the deck, then step onto the large panel. Place the gear in the empty slot at the edge of the panel.





When you're ready, use a sword attack to begin the duel with Morey. Follow the button prompts to land two successful blows on your opponent. When you win the duel, Morey drops a second gear on the deck.

Place the gear in the empty slot at the edge of the panel and approach the large crank to the right. After you use the crank, move back to the left.





Climb into the cannon's barrel. When the cannon swings into position, fire yourself over to the *Flying Dutchman*.

Freeplay

COLLECTIBLE 8: RED BRICK



Destroy the large crate on the ship's right side to uncover a mystic magic spot. Use an appropriate character near the mystic magic spot to reveal a large chest.



Open the chest to discover a pile of bricks. Use the bricks to build a Navy crew member switch. When you activate the switch, the nearby doors swing open to reveal a Red Brick.

When you collect this Red Brick, the "master duelist" extra is unlocked. Visit the tavern to purchase this extra for 600,000 studs.

Move to the ship's left side and locate the large block on the ledge. Use Elizabeth's grappling hook to pull the block to the deck. When the block shatters, assemble a bouncer from the pieces. Use the bouncer to reach the ledge.

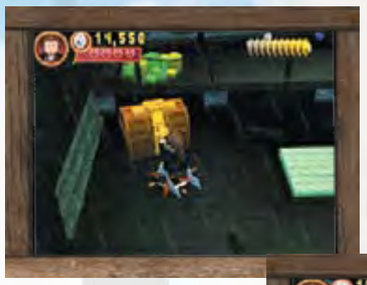


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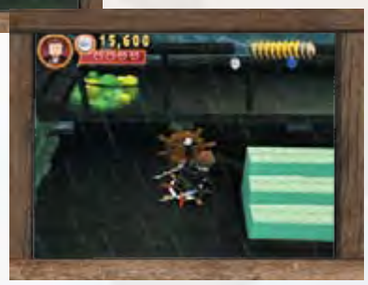
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Objective 3: Find Davy Jones' Chest



When you land on the *Dutchman*, Jack Sparrow joins your party. Defeat the two attacking crew members to discover a key. Use the key to open the large chest in the corner.



Build the ship's wheel, then use it to raise the steps to your right. Grab any studs in the area, then head up the steps when you're ready to continue.



Follow the ship's railing to the right. Two more enemies appear on the deck. Defeat both enemies to recover another key.



Use the key in the nearby lock. After his chest is raised to the deck, Davy Jones appears and challenges you to a duel.

Freeplay

COLLECTIBLE 10: SHIP BOTTLE



After you climb the steps, pass through the coral patch to the left. Deal with the waiting enemy, then collect the nearby studs.



When the compass icon appears on the screen, use an appropriately equipped character to find the hidden object. Follow the arrow to find the hidden Ship Bottle near the edge of the ship.

COLLECTIBLE 11: SHIP BOTTLE



Use a blacksmith to build the blue switch near the coral patch. When you activate the switch, a cargo net drops to the deck. Grab the Ship Bottle and head back through the coral patch.

Freeplay

COLLECTIBLE 12: CHARACTER TOKEN



Before you raise the chest, move toward the bottom of our screen. Destroy the objects to the left and follow the ship's railing to find a mystic magic spot. Use mystic magic to reveal a small crate. Break the crate to find a Character Token.

Objective 3: Defeat Davy Jones

When you're ready to continue, begin the duel with Davy Jones. After you land a successful blow, Davy Jones retreats into the ship's rigging. Having suffered a serious injury, Will Turner is forced to leave the party.





Use Elizabeth's grappling hook to pull down the large crate to the right. Assemble the ladder and climb up to the ledge.

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Build the ship's wheel near the mast. When you use the wheel, a rope ladder drops down from above you. Before you head up the ladder, search the rest of the ship's deck.



Attack Davy Jones to begin the duel's second phase. After you land two successful blows, Davy Jones drops back down to the deck.



When you're ready, attack Davy Jones to begin the duel's final phase. After you land three successful blows, Davy Jones drops his key on the deck.



When you're ready to leave, use the key to open Davy Jones' chest.



Freeplay

COLLECTIBLE 13: SHIP BOTTLE



Pass through the coral patch on the ship's right side. You appear on the balconies outside of Davy Jones' cabin. Drop down to the lower balcony and clear the living coral from the ship's wheel. When you turn the wheel, a rope ladder drops down from the upper balcony.

Move a cursed character into the moonlight, then climb the ladder to the upper balcony. Break through the marked barrier to collect a Ship Bottle, then head back out through the coral patch.



When you're ready to continue, use the rope ladder to climb up to the crow's nest. After the lightning knocks over the top of the mast, follow Davy Jones to the left.



You arrive at a second crow's nest. Collect the blue studs from the rigging near the top of your screen, then return to the crow's nest. Step onto the rigging and move toward the bottom of the screen to find Davy Jones.



THE MAELSTROM STORY REWARDS

- The Elizabeth Swann (Pirate) character is available for Free Play.
- The Davy Jones character can be purchased in the tavern.
- The Maelstrom is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the two Character Tokens in Story mode, the Will Turner (*Dutchman*) and Morey characters can be purchased in the tavern.
- After you collect the two Character Tokens in Free Play, the Maccus and Wheelback characters can be purchased in the tavern.

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CHAPTER I: LONDON

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	Use the Navy crew member switch in the dining room, then place the meal trays in the matching slots.
2	Free Play	Character Token	Find and use the coral patch on the dining hall's balcony, then grapple over to the mystic magic spot.
3	Free Play	Ship Bottle	When you cross the dining hall chandeliers, use a grappling hook to pull the crate off the window sill. Drop down and build the blue statue.
4	Free Play	Character Token	After you cross the dining hall chandeliers, use the mystic magic spot to the right. Assemble and use the Navy crew member switch behind the tapestry.
5	Free Play	Ship Bottle	Before you leave the dining hall, cast mystic magic on the statue near the second tapestry. Use the rope to reach the windowsill.
6	Free Play	Ship Bottle	After you escape from the dining hall, use mystic magic on the cannon ball near the large statue.
7	Story	Ship Bottle	Before you escape from the palace, destroy the display case along the room's left wall.
8	Free Play	Red Brick	Before you escape from the palace, find the two switches near the large statue. Use the switches until the stained glass windows match the statue's yellow crests.
9	Story	Ship Bottle	Win a game of dice in the barroom.
10	Free Play	Character Token	Find and build the blue lock near the barroom entrance. Move a cursed character into the moonlight, then break through the marked barrier under the stairs.
11	Free Play	Ship Bottle	Before you use the barroom's lift, pass through the coral patch to the right and the large chest behind the bars.
12	Free Play	Character Token	Before you use the barroom's lift, activate the mystic magic spot to the right. Chase the three scattered mice toward the cheese.
13	Story	Ship Bottle	After Angelica joins your party, move across the beams to the left. When you reach the next platform, smash the barrel in the corner.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 15,000	**DS:** 18,500
3DS/PSP: 19,500	**3DS/PSP:** 23,500



Objective 1: Escape from the Dining Hall



When Jack Sparrow and Joshamee Gibbs are brought before the king, the meeting takes an unfortunate turn. Hop down from the table and run toward the two guards. Since the guards' muskets are already aimed at you, try to close the distance before they can fire their weapons. Take care of any reinforcements, then explore the dining hall.

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COLLECTIBLE 1: SHIP BOTTLE



Use the Navy crew member switch to open the service window. Grab the green tray and walk back to the table.



Hop onto the table and place the tray in the green slot. Return to the service window and use the switch to reveal a yellow tray. Place the tray in the matching slot, then move back to the switch. Activate the switch once more to reveal a blue tray.



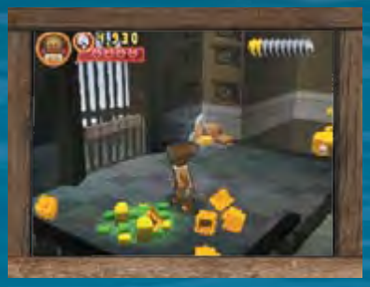
When you place the last tray in the matching slot, the serving dish pops open to reveal a Ship Bottle.



Ride up to the balcony and assemble the switch to the left. Use the switch to drop two more chandeliers into place.

Freeplay

COLLECTIBLE 2: CHARACTER TOKEN



When you reach the balcony, destroy the yellow furniture to reveal a coral patch.



Pass through the coral patch to reach the palace's exterior balconies. Move to the right and use a grappling hook to swing across the gap. When you land, activate the mystic magic spot to reveal a large chest. Grab the Character Token from the chest and return to the coral patch.



After you search the dining hall for studs and breakable objects, approach the fireplace to the left. Use Jack Sparrow's pistol to hit the two sharpshoot targets. Two of the crests on the mantle rotate 90 degrees. Shoot the target on the right once more to move the last crest into place.



The fireplace spins around to reveal a switch. When you activate the switch, a chandelier drops to the floor, and two more guards move in to attack. Defeat the guards and hop onto the chandelier.



When you're ready to continue, follow the studs across the chandeliers.

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COLLECTIBLE 3: SHIP BOTTLE



When you cross the chandeliers, look for the small crate in the window. Use a grappling hook to pull the crate off the sill, then drop down to the floor.



When you land, use a blacksmith to build a blue statue. After you collect the Ship Bottle, ride back up to the balcony and continue across the chandeliers.

When you reach the next balcony, follow the trail of studs to the right.



When you reach the second tapestry, jump up and grab the pull cord to reveal an alcove. Use Joshamee to assemble the blue switch. When you activate the switch, two guards enter from the doors to the left. Step out of the alcove and clear the enemies from the area.



Freeplay

COLLECTIBLE 5: SHIP BOTTLE



Cast mystic magic on the statue near the balcony's right edge. A new statue appears on the empty base below you.



When the new statue is in place, a rope drops down from the nearby window. Jump down to the floor, then climb the rope to collect another Ship Bottle. Drop down to floor and make your way back up to the balcony.

Freeplay

COLLECTIBLE 4: CHARACTER TOKEN



On the second balcony, activate the mystic magic spot to the right. When the ship's wheel is revealed, use it to lower a pull cord from the ceiling. Jump up and grab the pull cord to expose the alcove behind the tapestry.



Step into the alcove and smash the barrel near the slot machine. Build the Navy crew member switch, then select an appropriate character to activate it. When the slot machine's wheels stop spinning, a Character Token drops to the floor.

When you're ready to leave the dining hall, go out through the open doors.



Objective 2: Escape from the Palace



After you leave the dining hall, follow the studs past the large statue and continue down the stairs.

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COLLECTIBLE 6: SHIP BOTTLE



Before you head down the stairs, find the cannon ball placed near the large statue. Cast mystic magic on the cannon ball to roll it along the railing. Continue to the left and follow the stairs down to recover a Ship Bottle.



When you reach the bottom of the stairs, you find two intersecting tracks carved into the floor. Move to the room's right side to discover two statues positioned near the wall.



The statue in the foreground is locked in place. Move to the statue near the back wall and push it along the track to the left. When you reach the intersection, reposition yourself and push the statue into the empty slot near the back wall. A small platform raises the other statue up a bit, allowing it to move along the track.



Push the second statue to the empty slot on the gate's left side. When the statue drops into place, the gate opens. Search the room for studs and breakable objects, then continue on to the next area.



You enter a hallway filled with decorative objects. Search for studs and breakable objects as you follow the red carpet through the area.

COLLECTIBLE 7: SHIP BOTTLE



In the hallway, smash the red case along the left wall. Grab the Ship Bottle between the garment displays and continue down the hallway.



Clear the enemies from the hallway and follow the studs to the right.

Freeplay

COLLECTIBLE 8: RED BRICK



Activate the mystic magic spot to reveal a switch near the red stained-glass window. The statue to the right sits atop a massive base adorned with two yellow crests.



When you use the switch, the stained-glass window changes to match the yellow crest. Move to the right to find a green stained-glass window just past the statue.



Use the Navy crew member switch below the green window. The window turns red. Use the switch once more to reveal a yellow window. After both windows match the crests, collect the Red Brick from the statue's base.

When you collect this Red Brick, the "×8 stud multiplier" extra is unlocked. Visit the tavern to purchase this extra for 2,000,000 studs.

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At the end of the hallway, use Jack's compass to find a pile of blue bricks. Select Joshamee and assemble the bricks. Clear out the last of the guards and search the area for any remaining studs. When you're ready to leave, use the cannon to create an exit through the window.

Objective 3: Find the Barroom's Hidden Passage



Although Joshamee Gibbs is recaptured during the escape, Jack makes it safely to a local barroom.

COLLECTIBLE 9: SHIP BOTTLE



When you arrive in the barroom, move to the right and play a game of dice near the fireplace. After you win the game, collect the Ship Bottle from the floor.



Use Jack's pistol to hit the target near the door. After the chandelier crashes down, use the pieces to build a pressure plate. Stand on the pressure plate to expose a second target.



Shoot the second target to bring another chandelier crashing down. Use the pieces to build a second pressure plate. When you've activated both plates, the stairs to the right move into place. Search the ground floor for studs and breakable objects, then ascend the stairs.

Freeplay

COLLECTIBLE 10: CHARACTER TOKEN



Before you climb the stairs, move back to the left. Smash the bench near the barroom entrance and use a blacksmith to build a blue lock. Activate the lock to reveal a shaft of moonlight.

Move a cursed character into the moonlight, then run to the right. Break through the marked barrier to reveal a large chest under the stairs. Open the chest and collect the Character Token.



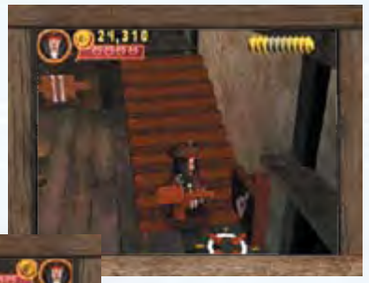


Use the pirate captain switch to open the door at the top of the stairs. Follow the studs to the left to find the guitar on the barroom's upper level.

TIP

Make a thorough search of the barroom's upper level—several studs are hidden behind walls and other obstacles.

Carry the guitar back down to the barroom's ground floor. Approach the door at the bottom of the stairs to play a brief tune. Head through the open door when you're ready to move on.





When you arrive in the back room, Angelica initiates a duel. Land two successful blows to win the duel's first phase. When Angelica retreats to the upper level, a cargo net crashes to the floor.

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Move to the bricks that spilled from the cargo net. Use the bricks to build a lock, then move to the left. Smash the barrel near the wall to reveal a key. Return to the lock and use the key, then assemble the lift to the right.

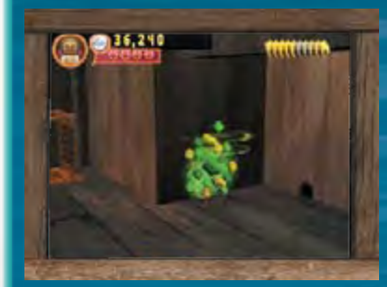


Use Angelica's grappling hook to swing across to the beams on your left. Collect the studs from the beams and move toward the top of your screen.



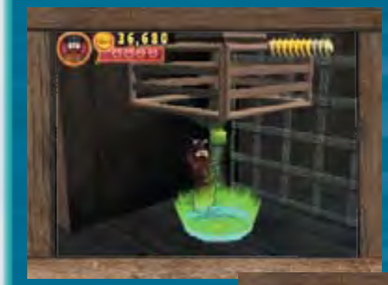
Freeplay

COLLECTIBLE 11: SHIP BOTTLE



Before you use the lift, pass through the coral patch to the right. You emerge behind the bars on the room's right side. Open the large chest to reveal a Ship Bottle and head back through the coral patch.

COLLECTIBLE 12: CHARACTER TOKEN



Use the mystic magic spot under the cage to reveal a piece of cheese. Four mice appear in the room. One mouse moves directly to the cheese, but the other three scurry around the area.

Chase the three remaining mice toward the cheese. When the mice are in place, the cage drops down around them. Collect the Character Token on the ground and return to the lift.



Use the lift to reach the room's upper level. Walk across the beams to find Angelica. Collect the studs from the beams, then attack Angelica to resume the duel. After you land three more successful blows, Angelica joins your party.



COLLECTIBLE 13: SHIP BOTTLE



When you reach the platform beyond the beams, smash the barrel in the corner to reveal a Ship Bottle.

Search the platform for studs and breakable objects, then push the tapped keg off the ledge to the right. Drop down and use the pieces to build a switch. When you're ready to leave, activate the switch to open the hidden passage.



LONDON STORY REWARDS

- The Angelica (Disguise) character is available for Free Play.
- The King George II and Palace Guard Captain characters can be purchased in the tavern.
- The *Queen Anne's Revenge* Story mission is unlocked.
- London is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the four Character Tokens in Free Play, the Jack Sparrow (Judge), Ragetti (Eyepatch), Tia Dalma, and Palace Guard characters can be purchased in the tavern.

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CHAPTER II: *QUEEN ANNE'S REVENGE*

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	When the mission starts, use the coral patch to the left.
2	Free Play	Ship Bottle	After you trigger the parrot tile, clear away the living coral from the ship's wheel. Use the moonlight to break through the marked bars in the next area.
3	Free Play	Character Token	Before you climb the first rope ladder, use the mystic magic spot to the right.
4	Free Play	Ship Bottle	After you climb the first rope ladder, use the mystic magic spot near the bars. Activate the switch to open the gate.
5	Free Play	Ship Bottle	After you climb the first rope ladder, clear away the living coral to the right. Enter the hidden area and use the mystic magic spot near the right wall. Build the cannon, destroy the crate, and climb the LEGO wall.
6	Free Play	Character Token	Before you leave the hidden area, destroy the three cargo nets. Use the key to open the large chest.
7	Story	Character Token	Before you leave the lower decks, destroy the four half barrels filled with cannon balls.
8	Free Play	Red Brick	Before you leave the lower decks, clear the living coral from the cannon near the back wall. Use the cannon to shoot eight ducks within the 44-second time limit.
9	Free Play	Ship Bottle	After Philip Swift joins your party, clear the living coral from the switch on the ship's left side. Activate the switch and shoot the exposed target.
10	Free Play	Character Token	After Philip Swift joins your party, destroy the three anchors spread around the upper deck. Pass through the coral patch and destroy the fourth anchor in the hidden area.
11	Free Play	Ship Bottle	After Philip Swift joins your party, pass through the coral patch and destroy the large crate.
12	Free Play	Ship Bottle	After Philip Swift joins your party, use the mystic magic spot on the ship's right side. Enter the cabin, then find and use the cannon. Use the moonlight to destroy the marked wardrobe.
13	Free Play	Ship Bottle	Before you leave the cabin, clear the living coral from the large chest in the corner.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 8,000	**DS:** 24,000
3DS/PSP: 9,000	**3DS/PSP:** 24,500



Objective 1: Reach the Upper Deck

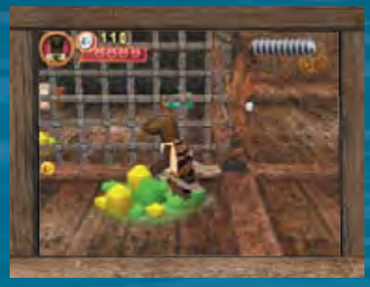


After being forced onto the *Queen Anne's Revenge*, Jack Sparrow convinces Scrum and Salaman to rise up against Blackbeard. Find a way to escape from the lower decks.

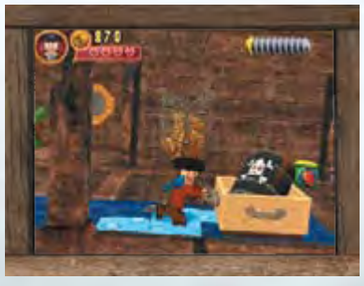
Freeplay

COLLECTIBLE 1: SHIP BOTTLE

When the mission starts, move to the cabin's left side. Pass through the coral patch to reach the area behind the bars. Grab the Ship Bottle from the floor and smash the chest to the left. Collect the studs and pass back through the coral.



Move to the right and locate the blue track on the floor. Select Scrum and use the blue bricks to patch the damaged section, then push the powder keg to the track's right edge. When the keg is in place, grab the nearby sack of birdseed and move back to the left.



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Use the birdseed to take control of the parrot. Fly to the right. Pass through the small opening in the bars, then touch down on the parrot tile. After the gate swings open, release control of the parrot. Before you head through the gate, search the area for studs and breakable objects.



Freeplay
COLLECTIBLE 2: SHIP BOTTLE

Use a lantern to clear the living coral from the ship's wheel near the back wall. When you turn the wheel, the porthole swings open to reveal a beam of moonlight. Move a cursed character into the moonlight and run through the gate to the right.



When you pass through the gate, a member of the crew moves in to attack. Deal with the enemy, then break through marked bars to the right. Grab the Ship Bottle and return to the open gate.



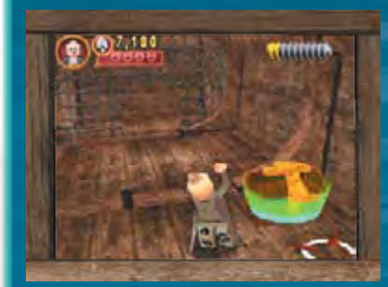


When you're ready to continue, use the switch near the gate to move the powder keg over the bars. Push the powder to the end of the track, then use Scrum to assemble the blue switch.

When you activate the switch, the powder keg is pulled up to the next deck. Before you use the rope ladder, search the area for studs and breakable objects.



Freeplay
COLLECTIBLE 3: CHARACTER TOKEN

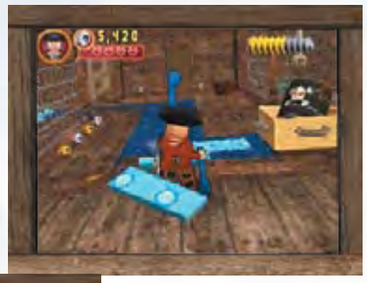


Before you climb the rope ladder, move to the right. Use the mystic magic spot to reveal a large chest. Open the chest to discover a Character Token.



When you're ready to move on, climb up to the next deck.

You find the powder keg positioned at the edge of a long stretch of track. Use Scrum to build the missing section to the left, then push the powder keg along the track until another crew member appears.





When you defeat your attacker, he drops a key on the floor. Find the lock to the left and use the key to open the gate.

Freeplay
COLLECTIBLE 4:SHIP BOTTLE

After you use the key, move to the room's right wall. Activate the mystic magic spot near the bars to reveal a switch. Use the switch to open the nearby gate, then head inside to collect the Ship Bottle.



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Freeplay

COLLECTIBLE 5: SHIP BOTTLE



Use a lantern to clear the living coral from the grate on the room's right wall. When the grate slides out of the way, move into the hidden area.



Destroy the large crate near the room's right wall, then use a valid character to activate the mystic magic spot. Grab the Build-it box and carry it back to the left.

Place the box on the Build-it plate and assemble the cannon. Fire the cannon into the marked crate near the back wall. After the impact, head over and use the debris to build a LEGO wall.





Select a dual wielding character to climb the LEGO wall. Hop off to the right and move to the corner. Walk across the narrow beam near the wall to find a Ship Bottle.

COLLECTIBLE 6: CHARACTER TOKEN

Before you leave the hidden area, destroy the three cargo nets hanging from the ceiling. When you find the key, use it to open the large chest near the left wall. Grab the Character Token and exit through the nearby door.

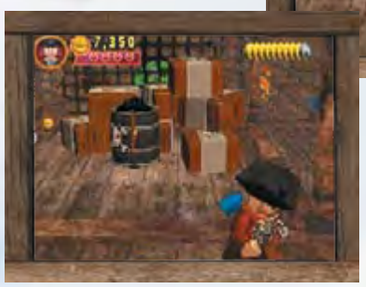


Head through the open gate to reach the end of the track. Move toward the back wall and use Scrum to repair the track's second section. Use the nearby ship's wheel to lift the bars to the right. Return to the powder keg and push it to the end of the track.



Move the powder keg onto the red square at the end of the track and activate the nearby switch. The red square pops up and launches the powder keg out of its container.





Place the powder keg near the crates to the left and light the fuse. After the explosion, search the area for studs and breakable objects.

COLLECTIBLE 7: CHARACTER TOKEN



There is a half barrel filled with cannonballs near each of the room's four corners. Find and destroy all four containers to collect a Character Token.

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Freeplay

COLLECTIBLE 8: RED BRICK



Clear the living coral from the cannon near the back wall.



Use the cannon to shoot 8 ducks within the 44-second time limit. When you succeed, a Red Brick appears on the floor next to you.

When you collect this Red Brick, the "one shot" extra is unlocked. Visit the tavern to purchase this extra for 1,000,000 studs.

When you're ready to continue, use the rope ladder to reach the upper deck.



Objective 2: Confront Blackbeard



You find Philip Swift being hoisted up one of the masts. Clear out the two hostile crew members to find a key.

Use the key in the lock near the ship's railing. Grab the Build-it box and carry it to the right.



Place the box on the Build-it plate to reveal some blue bricks. Use Scrum to build a ship's wheel, then use the wheel to lower Philip Swift to the deck. After he breaks free, Philip Swift joins your party.





Two more members of Blackbeard's crew move in to attack. Clear out the remaining enemies to reveal a rope ladder on the ship's right side. Before you use the ladder, search the ship for studs and breakable objects.

CAUTION

The mission ends when you climb the rope ladder. Stay off the ladder until you're ready to leave!

Freeplay

COLLECTIBLE 9: SHIP BOTTLE



Move to the ship's left side and clear the living coral from the switch.



Use the switch to expose the target on the mast. Shoot the target to drop a cargo net through the panel to the left. Drop into the hole to grab the Ship Bottle, then hop back out and collect the nearby studs.

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Freeplay

COLLECTIBLE 10: CHARACTER TOKEN



There are four anchors spread across the *Flying Dutchman*. Smash the two anchors on the ship's left side, then find and destroy the anchor to the right.



Pass through the coral patch near the rope ladder. You emerge in a hidden area packed with blue and gold studs.



Head through the studs to find the fourth anchor near a large crate. Destroy all four anchors to reveal a Character Token.

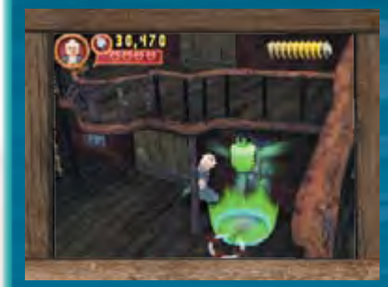
COLLECTIBLE 11: SHIP BOTTLE



Before you leave the hidden area, destroy the large crate to reveal another Ship Bottle. Collect any remaining studs, then head back through the coral patch.

Freeplay

COLLECTIBLE 12: SHIP BOTTLE



Use the mystic magic spot on the ship's right side to reveal a switch. Use the switch to open the nearby door and head inside.

Destroy all the crates inside the cabin. Assemble and use the switch near the back wall. After the LEGO bricks appear, use them to build a cannon. Fire the cannon through the shutters to reveal a beam of moonlight.



Move a cursed character into the moonlight, then break through the marked wardrobe to the left.



COLLECTIBLE 13: SHIP BOTTLE



Before you leave the cabin, use a lantern to clear the living coral form the large chest in the corner. Open the chest to collect a Ship Bottle, then go back outside.

When you're ready to leave, climb up the rope ladder to confront Blackbeard.



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QUEEN ANNE'S REVENGE STORY REWARDS

- The Scrum character is available for Free Play.
- The Quartermaster and Gunner characters can be purchased in the tavern.
- The White Cap Bay Story mission is unlocked.
- *Queen Anne's Revenge* is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the Character Token in Story mode, the Murtogg (Pirate) character can be purchased in the tavern.
- After you collect the three Character Tokens in Free Play, the Mullroy (Pirate), Salaman, and Cook characters can be purchased in the tavern.

On Stranger Tides

CHAPTER III: WHITE CAP BAY

Collectibles

No.	Mode	Item	Notes
1	Free Play	Ship Bottle	Use the mystic magic spot on the beach's right side, then make your way across the crumbling docks.
2	Free Play	Character Token	Find the raft floating in the bay. Use the Navy crew member switch, then shoot the powder keg in the shark's mouth.
3	Story	Character Token	Swim out and use the dive spot in the bay. Place the three small clams in the basket near the giant clamshell.
4	Free Play	Red Brick	Before you leave underwater area, use the dig spot and build the goalposts. Activate the mystic magic spot, then build and use the pirate captain lever.
5	Story	Ship Bottle	Before you leave the beach, climb up and smash the rock formations above the exit.
6	Free Play	Ship Bottle	Before you leave the beach, pass through the coral patch above the exit. Repair the three stone structures and activate the mystic magic spot.
7	Free Play	Ship Bottle	Before you leave the hidden area, climb the LEGO wall to the left.
8	Free Play	Character Token	Before you leave the hidden area, move to the left and drop down to the water. Clear away the living coral and smash the large chest.
9	Free Play	Ship Bottle	Before you leave the hidden area, drop down to the water. Swim out to the raft and use the cannon to shoot ten sharks within the 59-second time limit.
10	Story	Ship Bottle	After you ride the lift, destroy the large crate to the right.
11	Free Play	Ship Bottle	Use mystic magic to hang the two green crests in the lighthouse.
12	Free Play	Character Token	Assemble and use the Navy crew member switch in the lighthouse, then destroy the hot air balloon.
13	Story	Ship Bottle	Before you leave the lighthouse, smash the crate below the sharpshoot target.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 12,000	**DS:** 22,000
3DS/PSP: 16,000	**3DS/PSP:** 27,500



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Objective 1: Reach the Lighthouse



After sailing to White Cap Bay, Jack Sparrow attempts to lead a small party to the lighthouse. Move to the water's edge and collect the studs to the left, then follow the water to the right.

Freeplay

COLLECTIBLE 1: SHIP BOTTLE



Locate the mystic magic spot near the short pier on the beach's right side. Use a valid character to reveal some LEGO bricks, then assemble the bricks to add an extension to the pier.



Move to the end of the pier and jump over to the crumbling docks. Follow the studs to the latch point on your right. Use a grappling hook to create a tightrope, then continue across the water to find a large crate.



Destroy the crate and use the bricks to build a narrow beam. Move across the beam to find a Ship Bottle on a large rock, then drop down to the water.

Freeplay

COLLECTIBLE 2: CHARACTER TOKEN



Swim toward the bottom of your screen to find the nearby raft. When you hop onto the raft, a menacing shark appears in the water. Use the Navy crew member switch to drop a powder keg into the water. After the shark grabs the powder keg, use a ranged attack to set off the explosion. When the shark leaves, a Character Token appears above the water.

COLLECTIBLE 3: CHARACTER TOKEN



Swim out and explore the water surrounding the crumbling docks. Follow the onscreen prompt to dive below the surface, then swim down to the ocean floor. Grab the small clam marked with a green arrow and run to the left.



You find a brown basket near a giant clamshell. Place the small clam into the basket, then run back to the right. Grab the small clam near the rock wall and hurry back to the basket. Place the clam in the basket and use the nearby yellow clamshell to refill your oxygen meter.



Move toward the bottom of your screen to find the last small clam. Grab the clam and drop it into the basket also. When all three clams are in place, the giant clamshell opens to reveal a Character Token.

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Freeplay

COLLECTIBLE 4: RED BRICK



Find the dig spot to the right. Use an appropriately equipped character to reveal the hidden bricks, then assemble the goalposts and move back to the left.



Activate the mystic magic spot near the mallet-swinging device. Assemble the pirate captain switch, then use a valid character to activate it.
The mallet swings down and sends a crab flying through the goalposts. After the crab lands, head over to collect a Red Brick.

When you collect this Red Brick, the "invincibility" extra is unlocked. Visit the tavern to purchase this extra for 2,000,000 studs.

Follow the steps up to find a pile of bricks on the ledge. Use the bricks to build a switch. When you activate the switch, some of the wooden planks below you fall away to reveal the path to the next area.



COLLECTIBLE 5: SHIP BOTTLE

After you build the switch, move to the right. Smash the rock formation to reveal a Ship Bottle.



Freeplay

COLLECTIBLE 6: SHIP BOTTLE



Before you drop down to the exit, pass through the coral patch to the right.



You arrive in a hidden area. Each of the area's three stone structures is missing one of its pieces. Move to the stone structure on the left. Use a shovel to recover the LEGO bricks from the nearby dig spot, then use the bricks to complete the first structure.

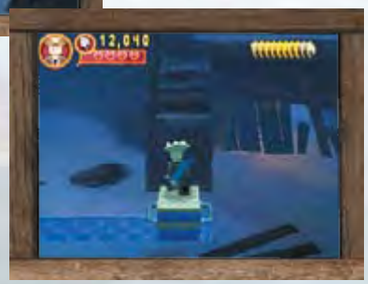
Collect any remaining studs from the water, then head back to land. Find the two rock formations to the right. Smash the rocks to reveal a dig spot.





Use Garheng's shovel to uncover some blue LEGO bricks. Select Ezekiel, then use the bricks to build a large block on the nearby track.

Slide the block to the right. Climb onto the block and jump to the small steps carved into the rocks.



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COLLECTIBLE 6: SHIP BOTTLE (CONTINUED)

Move to the right to find a large stone slab. Use mystic magic to place the slab on the nearby columns. Continue to the pile of bricks on the area's right side. Use the bricks to build the missing column on the last stone structure.



After you complete all three stone structures, move to the center of the area. Activate the mystic magic spot to reveal a Ship Bottle.



COLLECTIBLE 7: SHIP BOTTLE



Find the LEGO wall on the hidden area's left side. Use a dual wielding character to climb up to the bar. Slide to the left, then drop down and grab the Ship Bottle on the ledge.

COLLECTIBLE 8: CHARACTER TOKEN



Move to the area's left side, then drop down past the rope ladder to find a crate at the edge of the water. Use a lantern to clear away the living coral, then smash the crate to reveal a Character Token.

Freeplay

COLLECTIBLE 9: SHIP BOTTLE

Jump into the water and swim to the right. When you find the raft, jump up and approach the cannon.





When you use the cannon, a shark-shooting minigame begins. Use the cannon to shoot ten sharks within the 59-second time limit. After you complete the challenge, collect the Ship Bottle near the cannon, then search the area for extra studs. When you're ready to leave, climb up the rope ladder and head back through the coral patch.

Search the beach for studs and breakable objects. When you're ready to continue, leave the beach through the hole in the wooden planks.



TIP

There are additional dig spots hidden under the rock formations on the beach. Use these dig spots to reveal breakable chests.

You appear on a narrow path on a cliff. Follow the path to the right. Smash the small rock formation near the lift controls, then use Ezekiel to assemble a ship's wheel.



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Continue down the path. When the icon appears on your screen, use Jack's compass to find the hidden gear. Grab the gear and go back to the lift controls.





Place the gear on the empty slot, then use the ship's wheel to lower the lift. Search the area for studs and breakable objects, then hop onto the lift.

COLLECTIBLE 10: SHIP BOTTLE



After you ride the lift, destroy the nearby crate to reveal a Ship Bottle.

Hop off the lift and follow the path to the right. Use Angelica's grappling hook to reach the wooden platform at the pathway's end. Grapple onto the next latch point to pull the stairs into place, then head up to the lighthouse door.



Sharpshoot the two targets to open the door, then move into the lighthouse.



Objective 2: Climb the Lighthouse

You appear near two green crests inside the lighthouse. Move past the crests to find a barrel to the left.



Freeplay

COLLECTIBLE 11: SHIP BOTTLE



Use mystic magic to hang the green crests on the lighthouse wall. When both crests are in place, a Ship Bottle appears on the floor.

Smash the barrel and assemble the pirate captain switch, then use Jack Sparrow to activate it. The lid lifts off the nearby container to reveal the lighthouse flame.



Move toward the bottom of your screen and use Ezekiel to assemble the blue bricks. After you build the small lens, push it around the flame until it snaps into place. Use the ship's wheel to the right to rotate the large lens into position. When the lenses are aligned, the stairs to the right drop into place.



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Freeplay

COLLECTIBLE 12: CHARACTER TOKEN

Smash the barrel near the stairs and assemble the Navy crew member switch. When you use a valid character to activate the switch, a hot air balloon floats down from above you. Destroy the balloon's basket to reveal a Character Token.



Climb the stairs to find four ship's wheels mounted near an empty oil vat. Use Jack's pistol to hit the sharpshoot target near the second wheel. When the target turns green, the tube above the wheel moves into place.



Approach the blue bricks to the left. Use Ezekiel to build the missing tube above the ship's wheel. Activate all four ship's wheels to fill the oil vat.



After the vat is full, a key appears on the floor. When you're ready to leave, use the key with the nearby lock.



COLLECTIBLE 13: SHIP BOTTLE



Smash the crate below the sharpshoot target to reveal a Ship Bottle.

WHITE CAP BAY STORY REWARDS

- The Hector Barbossa (Privateer) character is available for Free Play.
- The Ezekiel and Garheng characters can be purchased in the tavern.
- The Fountain of Youth Story mission is unlocked.
- White Cap Bay is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the Character Token in Story mode, the Groves character can be purchased in the tavern.
- After you collect the three Character Tokens in Free Play, the Coach Driver, Derrick, and Cabin Boy characters can be purchased in the tavern.

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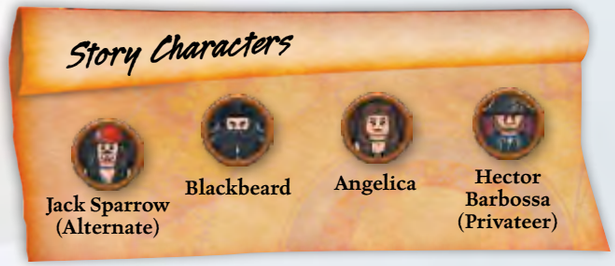
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Collectibles

No.	Mode	Item	Notes
1	Free Play	Character Token	When the mission starts, use the dig spot to the right.
2	Story	Ship Bottle	When the mission starts, destroy the trees to the left. Use Jack's compass to uncover the hidden key, then find and open the large chest.
3	Free Play	Character Token	Before you enter the cavern, use a blacksmith to build the torches near the locked gate.
4	Free Play	Red Brick	Before you enter the cavern, lower the rope ladder on the area's right side. Drop down and return to the moonlight, then climb the ladder and break through the marked barrier.
5	Story	Ship Bottle	After you reach the ledge above the cavern entrance, use a grappling hook to swing to the right.
6	Free Play	Ship Bottle	Assemble the blue bricks above the LEGO wall, then climb up to the ledge above the cavern entrance. Slide along the short bars off the ledge's left side.
7	Story	Ship Bottle	After you enter the cavern, climb up the rope to the right. When you reach the ledge, continue up the rope to your left.
8	Free Play	Ship Bottle	Use the dig spot on the cavern's right side. Place the powder keg under the latch point and light the fuse.
9	Free Play	Ship Bottle	After you detonate the powder keg in the cavern, pass through the coral patch under the latch point.
10	Free Play	Character Token	When you enter the fountain chamber, clear the living coral from the large chest along the left wall.
11	Free Play	Ship Bottle	Before you collect the goblet from the fountain chamber's left side, use a blacksmith to assemble the blue lock. Jump onto the moving platform to the right.
12	Free Play	Ship Bottle	Pass through the coral on the fountain chamber's right side. Cast mystic magic on each of the columns, then jump across them.
13	Story	Character Token	Before you collect the second goblet, climb out to the LEGO wall's right edge.
14	Story	Ship Bottle	Earn the True Pirate rating in Story mode.
15	Free Play	Ship Bottle	Earn the True Pirate rating in Free Play mode.

True Pirate Stud Requirements

Story	Free Play
DS: 11,500	**DS:** 16,500
3DS/PSP: 15,000	**3DS/PSP:** 20,000



Objective 1: Enter the Cavern



During their search for the Fountain of Youth, Jack Sparrow, Blackbeard, and Angelica find that the cavern entrance is blocked by a giant door. Search the area around the cavern entrance for studs and breakable objects.

Freeplay

COLLECTIBLE 1: CHARACTER TOKEN



When the mission starts, move to the dig spot on the area's right side. Use a shovel to uncover a Character Token.

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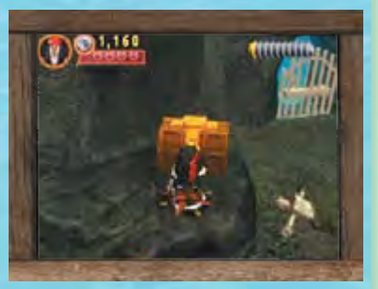
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COLLECTIBLE 2: SHIP BOTTLE

Move to the left and follow the trail of LEGO studs to find a patch of trees. The compass icon appears on your screen, but clear a path through the trees before you activate the compass. When you can reach the space behind the trees, use Jack's compass to find the hidden key.



Smash any remaining trees, then follow the rock wall to find a large chest. Use the key to open the chest and collect a Ship Bottle.



Freeplay
COLLECTIBLE 3: CHARACTER TOKEN

Locate the locked gate on the area's left side. Assemble the white torch, then use a blacksmith to assemble the blue torch. When both torches are in place, the gates swing open to reveal a moonlight spot and a Character Token.





When you reach the ledge, move to the right and jump up to grab the bar. Slide along the bar and pass over the cavern entrance. When you reach the end of the bar, jump down to the ledge on your right.

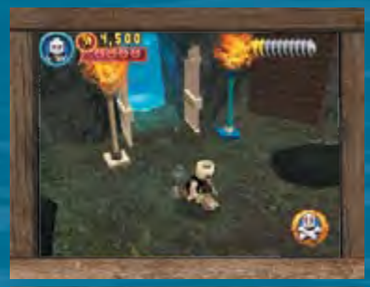


Use Blackbeard to climb the LEGO wall near the cavern entrance.

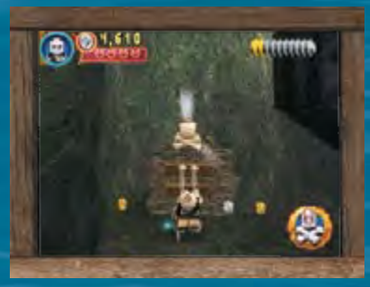
Freeplay
COLLECTIBLE 4: RED BRICK



After you slide across the bar, smash the block on the ledge to reveal a rope ladder. Drop down from the ledge and run to the left.



Head through the open gate and move a cursed character into the moonlight. Run back to the right and climb up the rope ladder.



When you reach the ledge, move toward the back wall. Break through the marked barrier to collect a Red Brick.

When you collect this Red Brick, the "×10 stud multiplier" extra is unlocked. Visit the tavern to purchase this extra for 5,000,000 studs.



After you slide across the bar, activate the switch to the right. A pile of bricks appears from one of the puddles near the cavern entrance.



Move to the left and use Angelica's grappling hook to reach the ledge above you.

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COLLECTIBLE 5: SHIP BOTTLE



After you use Angelica's grappling hook, turn around to find a second latch point on the back wall. Swing across to grab Ship Bottle from the ledge to your right.



On the ledge, move onto the pressure plate to the left.



When the first target is exposed, hit it with a ranged attack. The stone block near the wall starts to sink into the ground and the target to the right is exposed. When you shoot the second target, the stone block sinks all the way into the ground. Use the switch to reveal another pile of bricks near the cavern entrance.



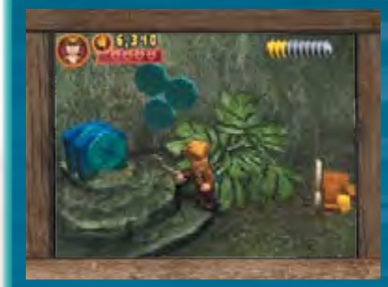
Move to the left and push the large block off the ledge. Follow it down and use the pieces to build another switch.



When you use the switch, a third pile of bricks emerges from one of the puddles near the cavern entrance.

Freeplay

COLLECTIBLE 6: SHIP BOTTLE



Use a blacksmith character to assemble the blue bricks to the left. When the gears are in place, they align the three short bars above you.



Make your way back up to the ledge above the cavern entrance. Slide across the three short bars and jump out to grab the Ship Bottle to the left.



Move toward the bottom of the screen and drop down past the LEGO wall. Use the bricks in the nearby puddle to build a lock. Assemble the remaining piles of LEGO bricks to build two more locks. With all three locks in place, you're ready to open the cavern entrance.



Move to the lock on the far left. You must rotate the rings to align all of the colored bricks. The disk at the center of the barrier is in the correct position and can't be moved. Activate the lock on the left three times to rotate the first ring into the correct position.



Step to the right. Activate the lock in the middle twice to rotate the next ring into position. Continue on to the lock on the right. Activate the lock three times to rotate the last ring into position.

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When the colored bricks are properly aligned, the barrier shatters and the cavern entrance is cleared. When you're ready to continue, jump over the debris and go inside.



Objective 2: Reach the Fountain Chamber



Enter the cavern and look for breakable objects as you follow the path to the right. When you reach the first pool of water, jump up to the rope and climb to the ledge above you.

COLLECTIBLE 7: SHIP BOTTLE



When you reach the ledge, jump onto the rope to your left. Climb up to the Ship Bottle near the top of the rope, then drop back down to the ledge.

When you reach the ledge, approach the eight pressure plates in the shallow water. Follow the pattern displayed on the stone slab near the back wall. Each of the slab's markings represents one of the pressure plates. Step on the five pressure plates that match the locations of stone slab's green circles.



Each time you step on a correct pressure plate, one of the torches on the wall lights up. When you light all five torches, a large disk appears on the nearby platform.



Grab the disk and jump down to the water. Move to the right and place the disk in the marked slot in the corner. A mystic magic spot appears behind you.





Step onto the mystic magic spot and use Blackbeard to reveal a large crank. After you turn the crank, the water beyond the stairs begins to bubble.

Move to the right and follow the cavern wall to another patch of bubbling water. You can see a latch point on the ledge above you.



Freeplay

COLLECTIBLE 8: SHIP BOTTLE



Before you use the latch point, find the dig spot to the right. Use a shovel to uncover a powder keg, then move back to the left. Return to the latch point and place the powder keg against the wall.

Light the fuse and back away from the powder keg. After the explosion, collect the Ship Bottle below the latch point.



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Freeplay

COLLECTIBLE 9: SHIP BOTTLE



Pass through the coral patch below the latch point. Grab the Ship Bottle and the nearby studs, then head back through the coral.

Use Angelica's grappling hook to reach the ledge above you. Approach the three pedestals in the shallow water. Atop each pedestal sits a stack of colored bricks. Hop onto the platform near the first pedestal.



The pedestal on the left is marked with a blue strip. Select Blackbeard and cast mystic magic on the bricks. The bricks swap positions within the stack and drop back onto the pedestal. Cast mystic magic a second time to turn the entire stack blue.





Move to the right. The next pedestal is marked with a yellow strip. Cast mystic magic to turn the bricks blue, then cast it a second time to turn them yellow. Move to the last pedestal. Use mystic magic two times to turn the last stack of bricks green.

Turn around and grab the second disk, then drop down from the ledge and move to the left.



Follow the cavern wall around the corner and place the disk in the empty slot. Move to the nearby mystic magic spot, then use Blackbeard to reveal the large crank.



When you use the crank, three powerful streams shoot up from the water past the stairs. When you're ready to move on, follow the studs up the stairs and let the water carry you up to the fountain chamber.



Objective 3: Reveal the Fountain of Youth



To reveal the Fountain of Youth, you must bring two goblets to the special pedestals near the center of the chamber. Before you set out to collect the goblets, search the chamber's left side for studs and breakable objects.

Freeplay

COLLECTIBLE 10: CHARACTER TOKEN



Find the large chest on the cavern's left side. Use a lantern to clear the living coral from the chest, then open it up to reveal a Character Token.

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When you're ready to continue, climb the stairs on the chamber's left side.



The water to the right cannot be crossed. Use Angelica's grappling hook to reach the platform above you. Jump up and grab the pull cord—a bridge slides into place, creating a path to the right.



Drop down from the platform and follow the studs across the bridge. You find the first goblet just across the water.



Grab the goblet and return to the cluster of rocks at the center of the chamber. Place the goblet on the pedestal along the left side of the rocks. Move to the right and search the rest of the chamber floor for studs and breakable objects.



Freeplay

COLLECTIBLE 12: SHIP BOTTLE

Pass through the coral patch on the fountain chamber's right side.

You appear in a room with three toppled columns. Cast mystic magic on each of the columns to stand them upright, then jump across the columns to collect the Ship Bottle floating in the air. When you're ready to leave, head back out through the coral.





Freeplay

COLLECTIBLE 11: SHIP BOTTLE



Use a blacksmith to assemble the blue lock near the goblet. When you activate the lock, the nearby platform raises off the ground. Jump onto the platform and ride up to collect the Ship Bottle floating above you.



Climb the stairs on the chamber's right side. Stay out of the water and use Blackbeard to cast mystic magic on the fallen pillar.

When the pillar appears in the water, jump on and move toward the wall. Jump up and use Blackbeard to follow the studs up the LEGO wall.



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COLLECTIBLE 13: CHARACTER TOKEN



When you reach the top of the LEGO wall, move to the right. Follow the studs to find a Character Token at the end of the wall. Head back and follow the wall to the left.

Move to the LEGO wall's left edge and drop down to the jars below you. Search the ledge for studs and breakable objects, then continue to the left to find the second goblet.



Grab the goblet and return to the rocks in the center of the chamber. Place the goblet on the empty pedestal to reveal the Fountain of Youth.



Objective 4: Survive the Final Battle



When the Fountain of Youth is revealed, the Spaniard's men launch a surprise attack. Defeat all of the soldiers to make Hector Barbossa appear.

After confronting Blackbeard, Hector Barbossa joins your party. Blackbeard, however, leaves the party and waits for you to begin a duel.



When you're ready to continue, attack Blackbeard to begin the duel. Follow the button prompts and land three successful blows to defeat Blackbeard and complete the mission.



THE FOUNTAIN OF YOUTH STORY REWARDS

- The Angelica and Philip Swift characters are available for Free Play.
- The Blackbeard and The Spaniard characters can be purchased in the tavern.
- The Fountain of Youth is available for Free Play.

CHARACTER TOKEN REWARDS

- After you collect the Character Token in Story mode, the Mercer character can be purchased in the tavern.
- After you collect the three Character Tokens in Free Play, the Lt. Gillette, Spanish Soldier, and Spanish Captain characters can be purchased in the tavern.

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Checklists

If you're having trouble getting that 100 percent game progression, this section might be just what you need. Use these handy checklists to keep track of your collectibles, purchased items, and rewards.

Characters

Owned?	Portrait	Name	Equipment/ Abilities	Unlock Requirements	Stud Cost
☐		Jack Sparrow	Sword, pistol, compass, pirate captain, cursed	—	—
☐		Jack Sparrow (Alternate)	Sword, pistol, compass, pirate captain, cursed	Character Token from Battle at Sea (Story)	500,000
☐		Jack Sparrow (Pelegostos)	Sword, pistol, compass, pirate captain	Complete Isla de Pelegostos	—
☐		Jack Sparrow (*Dutchman*)	Sword, pistol, *Dutchman* lantern, pirate captain	Character Token from Davy Jones' Key (Story)	500,000
☐		Jack Sparrow (Crew)	Sword, pistol, compass, pirate captain	Character Token from Isla de Pelegostos (Story)	500,000
☐		Jack Sparrow (Judge)	Sword, pistol, compass, pirate captain	Character Token from London (Free Play)	500,000
☐		Will Turner	Dual wield, thrown weapon	Complete Port Royal	—
☐		Will Turner (Pirate)	Dual wield, thrown weapon	Complete Isla de Pelegostos	—
☐		Will Turner (Buccaneer)	Dual wield, thrown weapon	Character Token from Port Royal (Free Play)	200,000
☐		Will Turner (*Dutchman*)	Dual wield, thrown weapon, *Dutchman* lantern, pirate captain	Character Token from The Maelstrom (Story)	500,000
☐		Will Turner (Young)	—	Character Token from Battle at Sea (Story)	40,000
☐		Elizabeth Swann	Sword, grappling hook	Complete Battle at Sea	—
☐		Elizabeth Swann (Petticoat)	Sword, grappling hook	Character Token from Battle at Sea (Free Play)	50,000
☐		Elizabeth Swann (Redcoat)	Sword, grappling hook	Complete Isla de Muerta	—
☐		Elizabeth Swann (Wedding)	Sword, grappling hook	Character Token from Escape the *Dutchman* (Story)	50,000
☐		Elizabeth Swann (Stowaway)	Sword, grappling hook	Complete Isla Cruces	—
☐		Elizabeth Swann (Singapore)	Sword, pistols, grappling hook	Complete Singapore	—

Owned?	Portrait	Name	Equipment/ Abilities	Unlock Requirements	Stud Cost
☐		Elizabeth Swann (Robes)	Sword, grappling hook	Complete Escape the *Dutchman*	50,000
☐		Elizabeth Swann (Pirate)	Sword, pistols, pirate captain	Complete The Maelstrom	—
☐		Elizabeth Swann (Young)	—	Character Token from Isla de Muerta (Free Play)	40,000
☐		Hector Barbossa	Sword, pistol, pirate captain, cursed	Complete Isla de Muerta	1,000,000
☐		Hector Barbossa (Privateer)	Sword, pistol, Navy crew member	Complete White Cap Bay	—
☐		Davy Jones	Sword, pistol, *Dutchman* lantern, pirate captain	Complete The Maelstrom	1,000,000
☐		Davy Jones (Human)	Sword, pistol, pirate captain	Character Token from Escape the *Dutchman* (Story)	50,000
☐		Blackbeard	Dual wield, pistols, mystic magic, pirate captain	Complete The Fountain of Youth	1,000,000
☐		Angelica (Disguise)	Sword, grappling hook	Complete London	—
☐		Angelica	Sword, grappling hook	Complete The Fountain of Youth	—
☐		James Norrington	Sword, shovel, Navy crew member	Character Token from Isla de Muerta (Free Play)	50,000
☐		James Norrington (Pirate)	Sword, shovel, Navy crew member	Complete Isla Cruces	—
☐		James Norrington (Admiral)	Sword, shovel, Navy crew member	Character Token from Escape the *Dutchman* (Free Play)	30,000
☐		Sao Feng	Sword, grappling hook, pirate captain	Character Token from Singapore (Story)	500,000
☐		Philip Swift	Sword, shovel	Complete The Fountain of Youth	—
☐		Coach Driver	Sword, shovel	Character Token from White Cap Bay (Free Play)	10,000
☐		Joshamee Gibbs	Sword, shovel, blacksmith	Complete Tortuga	—

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Owned?	Portrait	Name	Equipment/ Abilities	Unlock Requirements	Stud Cost
☐		Marty	Sword, musket, blacksmith	Complete Tortuga	20,000
☐		Pintel	Sword, thrown weapon, shovel, cursed	Complete Isla Cruces	50,000
☐		Pintel (Dress)	Sword, thrown weapon, shovel, cursed	Character Token from Isla de Muerta (Free Play)	70,000
☐		Ragetti	Sword, pistol, cursed	Complete Isla Cruces	50,000
☐		Ragetti (Dress)	Sword, pistol, cursed	Character Token from Isla de Muerta (Free Play)	70,000
☐		Ragetti (Eyepatch)	Sword, pistol, cursed	Character Token from London (Free Play)	70,000
☐		Tia Dalma	Mystic magic	Character Token from London (Free Play)	90,000
☐		Tia Dalma (Singapore)	Mystic magic	Complete Singapore	—
☐		Cotton	Sword, shovel	Complete Tortuga	30,000
☐		Bootstrap Bill Turner	Sword, *Dutchman* lantern	Complete Davy Jones' Key	—
☐		Weatherby Swann	Sword, shovel, Navy crew member	Complete Port Royal	20,000
☐		Weatherby Swann (Captive)	Sword, shovel, Navy crew member	Character Token from Isla de Pelegostos (Story)	20,000
☐		Lord Cutler Beckett	Sword, pistol, Navy crew member	Character Token from Isla de Pelegostos (Story)	20,000
☐		Mercer	Dual wield, pistol, Navy crew member	Character Token from The Fountain of Youth (Story)	20,000
☐		Mr. Brown	Blacksmith	Complete Port Royal	—
☐		The Spaniard	Dual wield, pistol	Complete The Fountain of Youth	20,000
☐		Groves	Sword, Navy crew member	Character Token from White Cap Bay (Story)	15,000
☐		Lt. Gillette	Sword, Navy crew member	Character Token from The Fountain of Youth (Free Play)	15,000
☐		Murtogg	Sword, blacksmith, Navy crew member	Character Token from Port Royal (Free Play)	20,000
☐		Murtogg (E.I.T.C.)	Sword, blacksmith, Navy crew member	Complete Escape the *Dutchman*	—
☐		Murtogg (Pirate)	Sword, blacksmith	Character Token from *Queen Anne's Revenge* (Story)	20,000
☐		Mullroy	Sword, musket, Navy crew member	Character Token from Port Royal (Free Play)	20,000

Owned?	Portrait	Name	Equipment/ Abilities	Unlock Requirements	Stud Cost
☐		Mullroy (E.I.T.C.)	Sword, musket, Navy crew member	Complete Escape the *Dutchman*	—
☐		Mullroy (Pirate)	Sword, musket	Character Token from *Queen Anne's Revenge* (Free Play)	20,000
☐		Anamaria	Sword, grappling hook	Complete Tortuga	—
☐		Scarlett	Grappling hook	Character Token from Tortuga (Free Play)	10,000
☐		Giselle	Grappling hook	Character Token from Tortuga (Free Play)	10,000
☐		Lian	Sword, grappling hook	Character Token from Escape the *Dutchman* (Story)	50,000
☐		Park	Sword, grappling hook	Character Token from Singapore (Story)	50,000
☐		Steng	Dual wield	Character Token from Singapore (Free Play)	30,000
☐		Tai Huang	Dual wield	Character Token from Singapore (Story)	30,000
☐		Mistress Ching	Sword, pistol, grappling hook, pirate captain	Complete Shipwreck Cove	100,000
☐		Ammand	Dual wield, pistol, pirate captain	Complete Shipwreck Cove	—
☐		Chevalle	Sword, pistol, pirate captain	Character Token from Shipwreck Cove (Story)	100,000
☐		Jocard	Sword, pistol, pirate captain	Character Token from Shipwreck Cove (Free Play)	100,000
☐		Sumbhajee Angria	Sword, pistol, pirate captain	Character Token from Shipwreck Cove (Story)	100,000
☐		Eduardo Villanueva	Sword, pistol, pirate captain	Character Token from Shipwreck Cove (Story)	100,000
☐		Maccus	Sword, *Dutchman* lantern	Character Token from The Maelstrom (Free Play)	60,000
☐		Hadras	Sword, *Dutchman* lantern	Character Token from The Kraken (Free Play)	60,000
☐		Clanker	Sword, *Dutchman* lantern	Complete The Kraken	—
☐		Koleniko	Sword, *Dutchman* lantern	Complete The Kraken	—
☐		Wheelback	Sword, *Dutchman* lantern	Character Token from The Maelstrom (Free Play)	60,000
☐		Morey	Dual wield, *Dutchman* lantern	Character Token from The Maelstrom (Story)	60,000
☐		Piper	Sword, *Dutchman* lantern	Character Token from The Kraken (Free Play)	60,000
☐		Penrod	Dual wield, *Dutchman* lantern	Character Token from The Kraken (Story)	60,000

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Owned?	Portrait	Name	Equipment/ Abilities	Unlock Requirements	Stud Cost
☐		Ratlin	Sword, *Dutchman* lantern	Complete Davy Jones' Key	60,000
☐		Quittance	Sword, *Dutchman* lantern	Complete Davy Jones' Key	—
☐		Palifico	Dual wield, *Dutchman* lantern	Complete Davy Jones' Key	60,000
☐		Old Haddy	Sword, *Dutchman* lantern	Character Token from Isla Cruces (Story)	60,000
☐		Ogilvey	Sword, *Dutchman* lantern	Character Token from Isla Cruces (Story)	60,000
☐		Manray	Dual wield, *Dutchman* lantern	Character Token from Isla Cruces (Story)	60,000
☐		Angler	Sword, *Dutchman* lantern	Character Token from Isla Cruces (Story)	60,000
☐		Broondjongen	Sword, *Dutchman* lantern	Character Token from Davy Jones' Key (Story)	60,000
☐		Crash	Sword, *Dutchman* lantern	Character Token from Davy Jones' Key (Story)	60,000
☐		Finnegan	Sword, *Dutchman* lantern	Character Token from Davy Jones' Key (Story)	60,000
☐		Greenbeard	Sword, *Dutchman* lantern	Complete The Kraken	60,000
☐		Jelly	Sword, *Dutchman* lantern	Character Token from The Kraken (Free Play)	60,000
☐		Jimmy Legs	Sword, *Dutchman* lantern	Complete The Kraken	60,000
☐		Bo'sun	Sword, cursed	Character Token from Battle at Sea (Story)	20,000
☐		Grapple	Sword, grappling hook, cursed	Complete Isla de Muerta	20,000
☐		Koehler	Dual wield, cursed	Complete Isla de Muerta	20,000
☐		Jacoby	Sword, thrown weapon, cursed	Complete Isla de Muerta	—
☐		Clubba	Sword, cursed	Complete Isla de Muerta	—
☐		Monk	Dual wield, cursed	Complete Battle at Sea	20,000
☐		Mallot	Sword, cursed	Complete Battle at Sea	20,000
☐		Twigg	Sword, cursed	Complete Battle at Sea	—
☐		Scratch	Sword, cursed	Complete Battle at Sea	—
☐		Quartermaster	Sword, mystic magic	Complete *Queen Anne's Revenge*	50,000

Owned?	Portrait	Name	Equipment/ Abilities	Unlock Requirements	Stud Cost
☐		Scrum	Sword, blacksmith	Complete *Queen Anne's Revenge*	—
☐		Gunner	Sword, mystic magic	Complete *Queen Anne's Revenge*	50,000
☐		Salaman	Sword, shovel	Character Token from *Queen Anne's Revenge* (Free Play)	30,000
☐		Ezekiel	Sword, blacksmith	Complete White Cap Bay	30,000
☐		Garheng	Sword, shovel	Complete White Cap Bay	30,000
☐		Derrick	Sword, blacksmith	Character Token from White Cap Bay (Free Play)	10,000
☐		Cabin Boy	Sword, shovel	Character Token from White Cap Bay (Free Play)	10,000
☐		Cook	Sword, shovel	Character Token from *Queen Anne's Revenge* (Free Play)	10,000
☐		King George II	Sword, Navy crew member	Complete London	10,000
☐		Navy Soldier	Sword, musket, Navy crew member	Character Token from Port Royal (Story)	8,000
☐		Navy Captain	Sword, pistol, Navy crew member	Complete Port Royal	8,000
☐		E.I.T.C. Soldier	Sword, musket, Navy crew member	Complete Singapore	5,000
☐		E.I.T.C. Captain	Sword, pistol, Navy crew member	Complete Singapore	8,000
☐		Tortuga Pistoleer	Dual wield, pistol	Character Token from Tortuga (Free Play)	5,000
☐		Tortuga Musketeer	Sword, musket, grappling hook	Character Token from Tortuga (Free Play)	8,000
☐		Hungry Cannibal	Dual wield, thrown weapon	Complete Isla de Pelegostos	10,000
☐		Angry Cannibal	Sword, thrown weapon, mystic magic	Complete Isla de Pelegostos	10,000
☐		Executioner	Sword, shovel	Character Token from Isla de Pelegostos (Story)	20,000
☐		Palace Guard	Sword, musket, Navy crew member	Character Token from London (Free Play)	5,000
☐		Palace Guard Captain	Sword, pistol, Navy crew member	Complete London	8,000
☐		Spanish Soldier	Sword, musket	Character Token from The Fountain of Youth (Free Play)	5,000
☐		Spanish Captain	Sword, pistol	Character Token from The Fountain of Youth (Free Play)	8,000

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Ship Bottles

Ship Bottles

No.	Mode	Notes
THE CURSE OF THE *BLACK PEARL* 1—PORT ROYAL		
1	Free Play	Assemble and use the pirate captain switch near the smithy's right wall.
2	Free Play	Use the moonlight on the smithy's upper level, then destroy the barrier along the wall.
3	Free Play	Assemble and activate the blue switch in the jail. Use the moonlight, then break through the nearby cell. Find the dig spot outside.
4	Free Play	After you break through the jail wall, move to the right. Assemble and use the pirate captain switch. Take the lift up, then hit the sharpshoot targets to the left.
5	Free Play	When you reach the courtyard past the jail, grapple up to the wall and find the Ship Bottle above the gate.
6	Free Play	Activate the mystic magic spot just past the first beach. Climb the LEGO wall, then jump to the moonlight. Look for the floating Ship Bottle near the wooden walkway.
7	Free Play	Use the moonlight on the wooden walkway, then drop down and break through the doors to the right. Rebuild the ship's wheel on the hidden area's far side.
8	Free Play	Use the Navy crew member switch past the first beach. Enter the small courtyard, then use the moonlight to break through the marked barrier.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
THE CURSE OF THE *BLACK PEARL* 2—TORTUGA		
1	Free Play	Use the coral patch near the broken wagon to enter the locked room.
2	Free Play	Use the coral patch near the broken wagon to reach the hidden moonlight, then return to the marked gate near the pier. Use a compass to track down a key, then open the boathouse to find a large chest.
3	Free Play	When you reach the village well, clear the living coral from the switch to the left. Use the moonlight to break into the graveyard. Drop down to the covered well, then activate the mystic magic spot.
4	Free Play	After you drop down to the graveyard's lower level, dig up the graves to the right. The Ship Bottle is located in one of the revealed chests.
5	Free Play	Activate the mystic magic spot just inside the barroom. Use the switch to reveal a rope ladder, then climb up to the beams.
6	Free Play	When you reach the barroom's interior balcony, use mystic magic to pull the bars out of the wall.
7	Story	When you reach the pigsty, bring all five pigs to the patch of mud.
8	Story	Assemble the blue bricks on the village center's right side.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
THE CURSE OF THE *BLACK PEARL* 3—BATTLE AT SEA		
1	Free Play	Use the gun deck's mystic magic spot. Activate the pirate captain switch to open the nearby shutter.
2	Story	Destroy the bin near the Build-it box on the gun deck.
3	Story	Destroy the barrel near the Build-it plate on the gun deck.
4	Story	Destroy the barrel on the upper deck's left edge.
5	Free Play	Activate the mystic magic spot on the upper deck. Use the banana to take control of the monkey, then pass through the pet door to reach the crow's nest.
6	Free Play	After you reach the *Black Pearl*, clear away the living coral to the left.
7	Story	After you pull the barrel down from the mast, use the empty platform to reach the floating Ship Bottle.
8	Free Play	When you reach the *Black Pearl*'s lower deck, clear the living coral away from the sharpshoot target. Use the moonlight to destroy the marked crate.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
THE CURSE OF THE *BLACK PEARL* 4—ISLA DE MUERTA		
1	Free Play	At the start of the mission, smash the rock formation to the left. Use the mystic magic spot, then use the key to open the chest.
2	Story	At the start of the mission, jump into the water and swim toward the bottom of the screen.
3	Free Play	Pass through the coral patch near the stronghold entrance. After you dive underwater, use the moonlight to break the marked barrier.
4	Free Play	After you cross the tightrope, use the nearby mystic magic spot. Build a platform out of the revealed bricks, then jump across the water.
5	Free Play	Before you duel Jacoby, assemble the two white torches in the cavern. Activate the mystic magic spot to the left to reveal the Ship Bottle.
6	Free Play	Before you duel Barbossa, pass through the coral patch near the cavern entrance. Smash the treasure piles, then assemble and use the pirate captain switch.
7	Free Play	Before you duel Barbossa, clear the living coral on the cavern's right side. Open the chest to reveal the Ship Bottle.
8	Free Play	After you use the Navy crew member switch, enter the hidden area. Locate the dig spot near the steps to the left.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
DEAD MAN'S CHEST 1—ISLA DE PELEGOSTOS		
1	Story	After you use the red pressure plate near the first large wheel, follow the path to the right. Drop into the enclosure at the end of the path.
2	Story	After you cross the first rickety bridge, move toward the bottom of the screen.
3	Story	After you exit the first revolving lift, move to the left.
4	Story	Before you use the second revolving lift, drop into the hidden area past the waterfall.
5	Story	When you reach the mountaintop, search the gap between the first two hollow trees.
6	Story	Take out the enemies near the intersecting bridges, then enter the hidden area to the right.
7	Free Play	After you pass the dog, use the coral patch to the right. Destroy all six bottles with the large stone.
8	Story	Before you escape the island, smash the barrels behind the powder keg.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
DEAD MAN'S CHEST 2—DAVY JONES' KEY		
1	Free Play	Use the mystic magic spot on the upper deck's left side. Activate the switch, then climb up the rope.
2	Free Play	Assemble and use the Navy crew member switch on the upper deck's right side. Build the platform and climb up to the large chest near the ship's railing.
3	Story	When you reach the lower decks, smash the green crate near the back wall.
4	Free Play	Use the pirate captain switch on the lower decks. After you enter the hidden area, use the Navy crew member switch near Crash.
5	Free Play	Use the pirate captain switch on the lower decks. Assemble the ship's wheel in the hidden area. Use the wheel, then take the key to the large chest in the corner.
6	Free Play	Use mystic magic to open the vent in Davy Jones' cabin. Jump into the vent to enter a hidden area.
7	Free Play	After you slide down the vent in Davy Jones' cabin, use the mystic magic spot to the left. Build and use the pirate captain switch.

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8	Free Play	After you slide down the vent in Davy Jones' cabin, use the two sharpshoot targets to open the locked bars.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
DEAD MAN'S CHEST 3—ISLA CRUCES		
1	Story	Before you touch Davy Jones' chest, raise the wrecked ship's anchor.
2	Story	Before you touch Davy Jones' chest, place the five small crabs in the marked tide pool.
3	Story	Before you touch Davy Jones' chest, use a grappling hook on the tree near the quicksand. Use the catapult to launch a coconut across the quicksand.
4	Story	After you open the tower's gate, grab the Ship Bottle near the key.
5	Free Play	Use the pirate captain lever outside the tower. Sharpshoot the three targets, then pull the large chest to the ground.
6	Story	Before you enter the tower, use the large crank near the sealed well.
7	Free Play	Before you enter the tower, use the mystic magic spot near the sealed well.
8	Story	When you climb the tower, smash the barrel near the left wall.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
DEAD MAN'S CHEST 4—THE KRAKEN		
1	Story	When you start the mission, smash the small crate near the stairs to the left.
2	Free Play	Pass through the coral patch on the upper deck's right side.
3	Story	After Elizabeth joins your party, destroy all five torches mounted on the walls.
4	Story	After Joshamee joins your party, destroy the crates near the left wall. Use the key to unlock the large chest.
5	Free Play	Use mystic magic to hang the four sets of buoys on the gun deck.
6	Free Play	Use the Navy crew member switch to open the hatch on the gun deck. Drop down and assemble the blue switch near the rope ladder. Pass through the coral patch, then use the pirate captain switch.
7	Free Play	Use the Navy crew member switch to open the hatch on the gun deck. Clear the living coral near the pet door, then smash the crate.
8	Story	Assemble the four fishing rods on the upper deck, then destroy the four fish that appear on the deck.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
AT WORLD'S END 1—SINGAPORE		
1	Free Play	Before you leave the docks, use the Navy crew member switch past the monkey.
2	Free Play	Before you leave the docks, clear the living coral from the large chest at the end of the path.
3	Free Play	Clear the living coral in the boiler room, then turn the ship's wheel.
4	Free Play	Clear the living coral near the tubs. Use the moonlight to break through the marked spot on the room's right side.
5	Free Play	After you exit the courtyard, pass through the coral patch. Bring the Build-it box to the plate near the well.
6	Free Play	After you exit the courtyard, use the Navy crew member switch to open the nearby doors.
7	Story	When you reach the chicken coop, chase all five of the chickens onto the straw patch.
8	Story	After you climb the LEGO wall, use the mystic magic spot to the left. Use the key in the lock to the right.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
AT WORLD'S END 2—ESCAPE THE *DUTCHMAN*		
1	Free Play	Use the mystic magic spot on the upper deck's right side. Light the powder keg, then build and use the Navy crew member switch.
2	Free Play	Move a cursed character to the moonlight spot on the upper deck's left side, then run into the cabin. Break through the marked barrier and open the large chest.
3	Free Play	When you enter the cabin, use a compass to track down some hidden bricks. Assemble and use the large crank, then destroy the revealed crates.
4	Story	After Bootstrap Bill joins your party, return to the upper deck and pass through the coral patch.
5	Story	Smash the green crates along the gun deck's left wall.
6	Story	Clear away the living coral from the large chest near the gun deck's left wall.
7	Story	When you reach the deck with the large, sliding block, destroy the green barrels along the left wall.
8	Story	After Elizabeth joins your party, destroy the green barrels in her open cell.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
AT WORLD'S END 3—SHIPWRECK COVE		
1	Free Play	Before you leave the pier, use the grappling hook to pull down the barrel to the right. Jump onto the barrel, then grapple up to the large chest.
2	Free Play	In the pirate stronghold, use a blacksmith to assemble the blue switch near the table.
3	Free Play	After Chevalle joins your party, pass through the coral patch near the gate. Smash the bin at the end of the walkway.
4	Free Play	When you reach Mistress Ching, cast mystic magic on the nearby barricade.
5	Story	After Mistress Ching joins your party, use the lift to reach the upper walkway. Drop down to the planks on the cavern wall, then follow the studs to the right.
6	Free Play	After Ammand joins your party, find and use the rope ladder. Use a grappling hook to create a tightrope, then cross to the right.
7	Free Play	Before you climb the LEGO wall, clear the living coral from the large chest under the stairs. Use the banana to take control of the monkey, then head through the pet door.
8	Free Play	Before you take control of the small boat, use the mystic magic spot to the right. Assemble and use the revealed switch, then steer the boat into the open area.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
AT WORLD'S END 4—THE MAELSTROM		
1	Story	After you raise the cannon to the upper deck, smash the barrel near the switch.
2	Story	Use the cannon to reach the crow's nest, then destroy the large crate to the right.
3	Free Play	Before you step onto the ship's plank, move to the left and clear the living coral from the large chest. Open the chest, then assemble and use the lock.
4	Free Play	Before you step onto ship's plank, move to the left and use the mystic magic spot.
5	Story	Before you duel Morey, use a grappling hook to pull down the block to the left. Assemble and use the bouncer, then destroy the large crate near the mast.
6	Free Play	After you reach the *Flying Dutchman*, pass through the coral patch near the ship's railing. Use a compass to find a Ship Bottle.

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7	Free Play	After you reach the *Flying Dutchman*, pass through the coral patch near the ship's railing. Use a blacksmith to assemble and activate the blue switch.
8	Free Play	Pass through the coral patch on the *Dutchman*'s right side. Drop down and clear away the living coral. Lower the rope ladder, then break through the marked barrier.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
ON STRANGER TIDES 1—LONDON		
1	Free Play	Use the Navy crew member switch in the dining room, then place the meal trays in the matching slots.
2	Free Play	When you cross the dining hall chandeliers, use a grappling hook to pull the crate off the window sill. Drop down and build the blue statue.
3	Free Play	Before you leave the dining hall, cast mystic magic on the statue near the second tapestry. Use the rope to reach the windowsill.
4	Free Play	After you escape from the dining hall, use mystic magic on the cannon ball near the large statue.
5	Story	Before you escape from the palace, destroy the display case along the room's left wall.
6	Story	Win a game of dice in the barroom.
7	Free Play	Before you use the barroom's lift, pass through the coral patch to the right and the large chest behind the bars.
8	Story	After Angelica joins your party, move across the beams to the left. When you reach the next platform, smash the barrel in the corner.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
ON STRANGER TIDES 2—*QUEEN ANNE'S REVENGE*		
1	Free Play	When the mission starts, use the coral patch to the left.
2	Free Play	After you trigger the parrot tile, clear away the living coral from the ship's wheel. Use the moonlight to break through the marked bars in the next area.
3	Free Play	After you climb the first rope ladder, use the mystic magic spot near the bars. Activate the switch to open the gate.
4	Free Play	After you climb the first rope ladder, clear away the living coral to the right. Enter the hidden area and use the mystic magic spot near the right wall. Build the cannon, destroy the crate, and climb the LEGO wall.
5	Free Play	After Philip Swift joins your party, clear the living coral from the switch on the ship's left side. Activate the switch and shoot the exposed target.
6	Free Play	After Philip Swift joins your party, pass through the coral patch and destroy the large crate.
7	Free Play	After Philip Swift joins your party, use the mystic magic spot on the ship's right side. Enter the cabin, then find and use the cannon. Use the moonlight to destroy the marked wardrobe.
8	Free Play	Before you leave the cabin, clear the living coral from the large chest in the corner.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
ON STRANGER TIDES 3—WHITE CAP BAY		
1	Free Play	Use the mystic magic spot on the beach's right side, then make your way across the crumbling docks.
2	Story	Before you leave the beach, climb up and smash the rock formations above the exit.
3	Free Play	Before you leave the beach, pass through the coral patch above the exit. Repair the three stone structures and activate the mystic magic spot.
4	Free Play	Before you leave the hidden area, climb the LEGO wall to the left.
5	Free Play	Before you leave the hidden area, drop down to the water. Swim out to the raft and use the cannon to shoot ten sharks within the 59-second time limit.
6	Story	After you ride the lift, destroy the large crate to the right.
7	Free Play	Use mystic magic to hang the two green crests in the lighthouse.
8	Story	Before you leave the lighthouse, smash the crate below the sharpshoot target.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.
ON STRANGER TIDES 4—THE FOUNTAIN OF YOUTH		
1	Story	When the mission starts, destroy the trees to the left. Use Jack's compass to uncover the hidden key, then find and open the large chest.
2	Story	After you reach the ledge above the cavern entrance, use a grappling hook to swing to the right.
3	Free Play	Assemble the blue bricks above the LEGO wall, then climb up to the ledge above the cavern entrance. Slide along the short bars off the ledge's left side.
4	Story	After you enter the cavern, climb up the rope to the right. When you reach the ledge, continue up the rope to your left.
5	Free Play	Use the dig spot on the cavern's right side. Place the powder keg under the latch point and light the fuse.
6	Free Play	After you detonate the powder keg in the cavern, pass through the coral patch under the latch point.
7	Free Play	Before you collect the goblet from the fountain chamber's left side, use a blacksmith to assemble the blue lock. Jump onto the moving platform to the right.
8	Free Play	Pass through the coral on the fountain chamber's right side. Cast mystic magic on each of the columns, then jump across them.
9	Story	Earn the True Pirate rating in Story mode.
10	Free Play	Earn the True Pirate rating in Free Play mode.

Character Tokens

No.	Mode	Notes
THE CURSE OF THE *BLACK PEARL* 1—PORT ROYAL		
1	Story	Before you duel Jack on the smithy's upper level, collect the Character Token above the large gears.
2	Free Play	When you revisit the jail, collect the Character Token from Jack's cell.
3	Free Play	Use the moonlight on the wooden walkway, then drop down and break through the doors to the right. Build and use the cannon, then climb along the LEGO wall.
4	Free Play	Use the Navy crew member switch past the first beach. Enter the small courtyard and climb the stairs to the right. Smash the barrel at the top of the stairs.

No.	Mode	Notes
THE CURSE OF THE *BLACK PEARL* 2—TORTUGA		
1	Free Play	Near the start of the mission, jump off the pier's left side and find the rocky area along the coast. Use mystic magic on the stone pile to expose the large chest.
2	Free Play	After you drop down to the graveyard's lower level, dig up the graves to the right. The Character Token is located in one of the revealed chests.
3	Free Play	After you rescue Anamaria, activate the mystic magic spot on the barroom's exterior balcony. Use a grappling hook to create a tightrope. Move across the tightrope and follow the path up to the rooftops.
4	Free Play	Before you recruit Cotton, use the mystic magic spot on the room's left side. Activate the revealed switch and climb up to open the large chest.

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No.	Mode	Notes
THE CURSE OF THE *BLACK PEARL* 3—BATTLE AT SEA		
1	Story	Destroy the three torches mounted on the gun deck.
2	Free Play	Clear away the living coral on the upper deck's left side. Use the ship's wheel to reveal a rope. Climb up and follow the studs to the Character Token.
3	Story	Move to the *Black Pearl's* right side. Jump onto the boom, then walk out to collect the Character Token.
4	Story	When you reach the *Black Pearl's* lower deck, destroy the barrel to the right.
THE CURSE OF THE *BLACK PEARL* 4—ISLA DE MUERTA		
1	Free Play	Assemble and activate the Navy crew member switch near the stronghold entrance. Use the moonlight to destroy the marked barricade on the wall.
2	Free Play	Before you duel Jacoby, recover the banana from the dig spot. Use the monkey to pass through the pet door.
3	Free Play	Before you duel Barbossa, assemble the blue bricks on the cavern's right side. Step onto the platform and smash the anvil.
4	Free Play	Before you duel Barbossa, use the Navy crew member switch on the cavern's right side. Enter the hidden area. Build and use the ship's wheel to reveal a raft.
DEAD MAN'S CHEST 1—ISLA DE PELEGOSTOS		
1	Story	Smash the small cage near the top of the path's winding section.
2	Story	When you reach the mountaintop, destroy the small cage past the hollow trees.
3	Story	Smash the small cage near the stream.
4	Story	After you break out of the cage, smash the small tree in the path to the right.
DEAD MAN'S CHEST 2—DAVY JONES' KEY		
1	Story	Smash the green barrel near the upper deck's left edge.
2	Story	Before you climb the ladder to Jones' cabin, destroy the cargo nets along the back wall.
3	Story	After you assemble the music box in Jones' cabin, smash the green barrels to the left.
4	Story	After you collect Davy Jones' key, destroy the crates on the balcony's left side.
DEAD MAN'S CHEST 3—ISLA CRUCES		
1	Story	Before you touch Davy Jones' chest, use a grappling hook near the wrecked ship. Assemble and destroy the sand castle.
2	Story	Before you enter the tower, follow the fence to the end of the path. Assemble and use the ship's wheel near the pulley.
3	Story	Before you enter the tower, assemble the missing gear on the nearby stone wall. Use the switch to reveal the Character Token.
4	Story	Use the pull cord to ring the bell at the top of the tower, then drop down to the ground floor.
DEAD MAN'S CHEST 4—THE KRAKEN		
1	Free Play	Assemble and use the Navy crew member lever on the upper deck's left side.
2	Free Play	Use the mystic magic spot on the upper deck's right side.
3	Story	After Elizabeth joins your party, smash the large crate near the Build-it box.
4	Free Play	Use the Navy crew member switch to open the hatch on the gun deck. Clear away the living coral on the switch, then send the dog through the pet door.
AT WORLD'S END 1—SINGAPORE		
1	Story	Before you cross the crocodiles, use the mystic magic spot under the awning.
2	Story	Follow the crocodiles across the water.
3	Free Play	When you enter the cave, use the compass find the hidden object.
4	Story	Before you board the ship, smash the bin on the small dock.

No.	Mode	Notes
AT WORLD'S END 2—ESCAPE THE *DUTCHMAN*		
1	Story	Ignite the powder keg on the upper deck's right side. After the explosion, build and open the large chest.
2	Story	After Bootstrap Bill joins your party, use the dig spot to reveal a special crate. Clear the living coral to the right, then fire the cannon into the crate.
3	Story	Use the gun deck's cannons to blast through the four barricades.
4	Free Play	Activate the mystic magic spot near Elizabeth's cell. Use the banana to take control of the monkey, then head through the pet door.
AT WORLD'S END 3—SHIPWRECK COVE		
1	Story	At the start of the mission, move down and smash the barrel at the end of the pier.
2	Story	After Mistress Ching joins your party, follow the walkway to the cavern's right side. Smash the barrel to reveal the Character Token.
3	Free Play	After Ammand joins your party, use a blacksmith to build and activate the blue switch. Climb the rope ladder, then smash the barrel in the corner.
4	Story	Jump down from the LEGO wall's left edge.
AT WORLD'S END 4—THE MAELSTROM		
1	Story	After you drop down from the crow's nest, climb up to the ship's right side. Follow the railing and smash the barrel at the end of the ship.
2	Free Play	Use mystic magic to relocate the cargo pile on the ship's right side.
3	Story	Before you duel Morey, destroy the barrel near the large crank.
4	Free Play	Before you raise Davy Jones' chest, use the mystic magic spot to the left.
ON STRANGER TIDES 1—LONDON		
1	Free Play	Find and use the coral patch on the dining hall's balcony, then grapple over to the mystic magic spot.
2	Free Play	After you cross the dining hall chandeliers, use the mystic magic spot to the right. Assemble and use the Navy crew member switch behind the tapestry.
3	Free Play	Find and build the blue lock near the barroom entrance. Move a cursed character into the moonlight, then break through the marked barrier under the stairs.
4	Free Play	Before you use the barroom's lift, activate the mystic magic spot to the right. Chase the three scattered mice toward the cheese.
ON STRANGER TIDES 2—*QUEEN ANNE'S REVENGE*		
1	Free Play	Before you climb the first rope ladder, use the mystic magic spot to the right.
2	Free Play	Before you leave the hidden area, destroy the three cargo nets. Use the key to open the large chest.
3	Story	Before you leave the lower decks, destroy the four half barrels filled with cannon balls.
4	Free Play	After Philip Swift joins your party, destroy the three anchors spread around the upper deck. Pass through the coral patch and destroy the fourth anchor in the hidden area.
ON STRANGER TIDES 3—WHITE CAP BAY		
1	Free Play	Find the raft floating in the bay. Use the Navy crew member switch, then shoot the powder keg in the shark's mouth.
2	Story	Swim out and use the dive spot in the bay. Place the three small clams in the basket near the giant clamshell.
3	Free Play	Before you leave the hidden area, move to the left and drop down to the water. Clear away the living coral and smash the large chest.
4	Free Play	Assemble and use the Navy crew member switch in the lighthouse, then destroy the hot air balloon.
ON STRANGER TIDES 4—THE FOUNTAIN OF YOUTH		
1	Free Play	When the mission starts, use the dig spot to the right.
2	Free Play	Before you enter the cavern, use a blacksmith to build the torches near the locked gate.
3	Free Play	When you enter the fountain chamber, clear the living coral from the large chest along the left wall.
4	Story	Before you collect the second goblet, climb out to the LEGO wall's right edge.

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Red Bricks

No.	Mission	Mode	Notes
1	Port Royal	Story	When you reach the first beach, find the rowboat challenge near the water. Complete the challenge to open the large chest.
2	Tortuga	Free Play	When you reach the village well, clear the living coral away from the switch to the left. Use the moonlight to break into the graveyard, then dig up the bell. Use mystic magic to hang the bell, then jump up and grab the pull cord.
3	Battle at Sea	Free Play	Use mystic magic on the cell next to Jack's. Fire the cannon into the marked crate to reveal the Red Brick.
4	Isla de Muerta	Free Play	Pass through the coral patch near the stronghold entrance. After you dive underwater, repair the switch and take the lift up to the surface.
5	Isla de Pelegostos	Story	Destroy the seven totem poles scattered around the mountain.
6	Davy Jones' Key	Free Play	Use the pirate captain switch on the lower decks. Drop down to the hidden area, then beat Crash in a game of dice.
7	Isla Cruces	Story	Before you touch Davy Jones' chest, use a grappling hook near the wrecked ship. Steer the rowboat through all six checkpoints within the 24-second time limit.
8	The Kraken	Free Play	Use the Navy crew member switch to open the hatch on the gun deck. Drop down and use another Navy crew member switch, then move the fruit to the matching signs.
9	Singapore	Story	Before you leave the docks, set off the five crates of fireworks scattered around the area.
10	Escape the *Dutchman*	Story	After Elizabeth joins your party, destroy the eight cargo nets hanging from the ceiling.
11	Shipwreck Cove	Free Play	After you dive underwater, find and use the Navy crew member switch. Move a cursed character into the moonlight, then free the caged octopus.
12	The Maelstrom	Free Play	Before you duel Morey, use the mystic magic spot that's hidden to the right. Assemble and use the Navy crew member switch.
13	London	Free Play	Before you escape from the palace, find the two switches near the large statue. Use the switches until the stained glass windows match the statue's yellow crests.
14	*Queen Anne's Revenge*	Free Play	Before you leave the lower decks, clear the living coral from the cannon near the back wall. Use the cannon to shoot eight ducks within the 44-second time limit.
15	White Cap Bay	Free Play	Before you leave the underwater area, use the dig spot and build the goalposts. Activate the mystic magic spot, then build and use the pirate captain lever.
16	The Fountain of Youth	Free Play	Before you enter the cavern, lower the rope ladder on the area's right side. Drop down and return to the moonlight, then climb the ladder and break through the marked barrier.

Extras

No.	Name	Unlock Requirements	Stud Cost
1	Banana sword	Red Brick from Port Royal	100,000
2	Big head	Red Brick from Tortuga	200,000
3	×6 stud multiplier	Red Brick from Battle at Sea	800,000
4	Monkey jump	Red Brick from Isla de Muerta	100,000
5	Stud magnet	Red Brick from Isla de Pelegostos	600,000
6	×4 stud multiplier	Red Brick from Davy Jones' Key	500,000
7	×2 stud multiplier	Red Brick from Isla Cruces	200,000
8	Deep sea diver	Red Brick from The Kraken	600,000
9	Regenerate hearts	Red Brick from Singapore	800,000
10	Ghostly pirate	Red Brick from Escape the *Dutchman*	500,000
11	Fast build	Red Brick from Shipwreck Cove	600,000
12	Master duelist	Red Brick from The Maelstrom	600,000
13	×8 stud multiplier	Red Brick from London	2,000,000
14	One shot	Red Brick from *Queen Anne's Revenge*	1,000,000
15	Invincibility	Red Brick from White Cap Bay	2,000,000
16	×10 stud multiplier	Red Brick from The Fountain of Youth	5,000,000

Hints

No.	Hint Text
1	Jack's compass points to objects of interest. Look for the compass icon at the bottom of the Touch Screen when you're in range of a hidden object.
2	When using Jack's compass, follow the red pointer to locate the hidden object.
3	Characters wielding two swords can use their weapons to scale LEGO walls.
4	Characters armed with ranged weapons can shoot multiple targets at once. Press and hold the shoot button to target up to three objects.
5	Blacksmith characters carry blue hammers on their back. They can use the hammer to repair special blue LEGO objects.
6	Some characters carry spades on their back. The can use the spade to dig up objects at special dig spots.
7	Characters armed with a grappling hook can use it to climb, swing, and create a tightrope to cross gaps that are too wide to jump across.
8	Characters armed with a grappling hook can use it to pull some objects toward them.
9	*Dutchman* crew members can use patches of coral in order to travel to a different location.
10	*Dutchman* crew members carry lanterns that allow them to remove sections of living coral that may be blocking their way.
11	Cursed members of Barbossa's crew can use moonlight spots to turn into skeletons for a limited time. When in skeletal form they possess super strength and can breathe underwater.
12	Cursed characters in skeletal form can use their super strength to break special barriers indicated by a skull and crossbones.
13	Characters that possess the power of mystic can use it to interact with objects marked with a green mystic skull.
14	Pets like the monkey, parrot, and dog can be used to fetch items. In order to use them you'll need to bring them a treat first!

NOTE

Each of the 14 hints costs 500 studs.

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Disney Pirates of the Caribbean: The Video Game

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Michael Knight

Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and six children at their home in Northern California.

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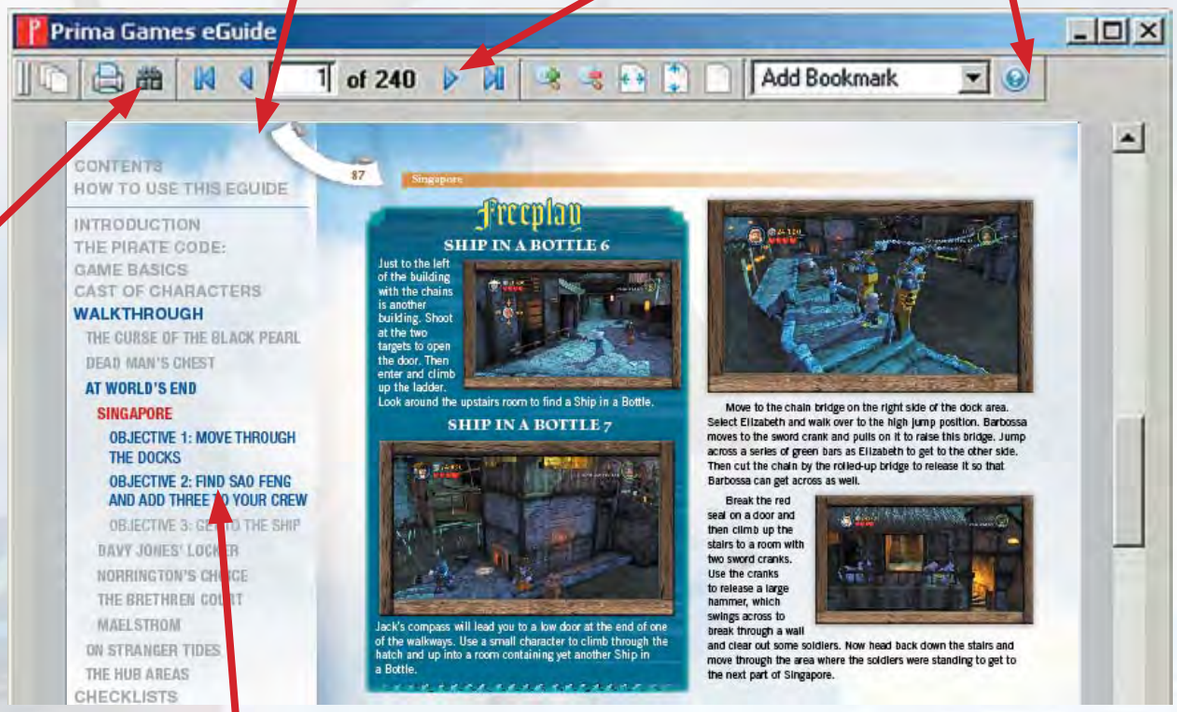
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This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for LEGO *Pirates of the Caribbean* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

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